Advanced Dungeons & Dragons® 2nd Edition

DARK•SUN™ WORLD

Campaign Options

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Introduction

This book presents new options for your Dark Sun game. These supplement those in the **Campaign Guide** or, in some cases, replace material presented there. All of the material in this book is – as its name suggests – optional. Discuss with your kind and generous DM to see which options are in play in your game.

First, the book details eleven new races of the Tablelands suitable for use as player characters. Some of these, such as the gith or the tarek, may have been encountered as foes. Others, such as the nikaal, tari, or ssurrans, are less belligerent. And still others – the dray and the rhul-thaun halflings, for example – may be completely new to your game. All come with full game details and role-playing suggestions for use in play. Also included is information on optional class and level limits, and starting weights, heights, and maximum ages for these new races.

Following this, there are rules for customising characters' skills and powers, and several dozen character kits. These add cultural, professional, or other details to characters, and bring new abilities and commensurate drawbacks. You do not need to customise your character's skills and powers or take a kit but may choose to do so if you wish to add an additional level of detail.

Information is also given on advanced beings – tiers of incredible power only available to characters of the highest levels. The psionic enchantments that these beings use are also covered.

There is also information on new ways to handle defiling and preserving, additional non-weapon proficiencies, weapon groups, fighting styles, and a variety of new equipment for your game.

Much of this material may not be appropriate for your game. As always, consult with your DM before making use of any of this optional material.

Character Races

There are many races beneath the dark sun. Although the Tablelands are dominated by humans, the wilderness belongs to far stranger kin. Yes, dwarves, elves, pterrans and the like make their homes here. But so do the secretive tari, the curious jozhal, the brutish tarek, and the mysterious rhul-thaun. Far less numerous than the better-known races, they nevertheless have carved their own niches. Although they do not have the same impact on the settlements of the Tablelands, they do have their stories to tell.

These races all require DM approval before play. This is because they are monstrous and strange, often seen as enemies of civilised folk – as in the case of the gith or the tarek – or because they are rare and seldom seen at large in the Tablelands – such as with the rhul-thaun, tohr-kreen, or dray. Assuming that your DM is willing to include creatures of this type in the game, follow the usual procedure for creating a Dark Sun character, as outlined in the **Campaign Guide**, using the racial statistics provided here.

Languages: All of the new races listed here start play knowing how to speak their native tongue. Most of these races also start play knowing the common tongue of the Tablelands, with some exceptions. The dray start play knowing the common tongue of ancient Giustenal and the tohr-kreen do not know any common tongue, speaking only the language of the kreen. Dray and tohr-kreen must learn the common tongue through play.

Dray

The dray are draconic humanoids created by Dregoth to populate his subterranean city. The undead dragon king believed that humans had to "evolve" as he was evolving (at least as he was evolving during life) if they were to be fit servants in the new age to come. Dregoth saw his first successful transformations as failures, even though the humans changed and survived. The first generation dray were not the perfect masterpieces he had expected, so he banished them from his sight. The second generation lived up to Dregoth's vision, and this version of the race resides with the undead dragon king in New Giustenal.

Personality: First generation dray tend to be cautious and suspicious by nature. They are savage, even primitive. Their primary goal is to survive and they spend all their time training to be the best at what they do. They are very honourable, and help given is never forgotten.

Second generation dray live in the shadow of Dregoth and so have many of his prejudices ingrained into their personalities. They are well educated, intolerant, and obnoxious, and carry an air of superiority wherever they go.

Physical: Dray are tall, lean draconic beings with scaly skin, hairless bodies, and clawed limbs. They have no wings, though they do have tails. Dray of both varieties stand six to eight feet tall. Their build is lean and muscular. Despite their size, most dray weigh only 180 to 200 pounds. Their natural build makes them strong, durable, and even agile by most standards.

The first generation dray are less than the perfect beings Dregoth envisioned. Their claws are jagged, their scales mottled and uneven, their bodies slightly bent and mutated.

The second generation are near-replicas of the dragon king, with proud draconic heads atop long necks. Straight, ivory teeth are set in neat rows within their long jaws. Their scales come in many colours, and their long, whip-like tails stretch out majestically behind them.

Relations: All dray distrust surface dwellers, though the second generation have been taught to also hate them. Demihumans, Dregoth has proclaimed, are to be scorned and killed, while humans are to be pitied until they can be transformed into dray themselves.

Lands: The dray are all but unknown outside of the Giustenal region. Second generation dray do not travel outside of New Giustenal and first generation dray seldom dare show their faces on the surface world. Occasionally, a solitary dray will venture to other lands, where they are usually mistaken for one of the New Races or a breed of ssurran or pterran.

Language: Dray speak the common tongue of ancient Giustenal. The second generation dray speak it as it was spoken 2,000 years ago. The first generation dray speak a slightly cruder version due to their long years of isolation from the learning centres of New Giustenal. After some exposure to it, a dray could learn the common tongue of the Tablelands, provided he or she spends the appropriate proficiency slots to do so.

Dray Society: The first generation dray were banished from Dregoth's domain long ago. They currently inhabit the ruins of Kragmorta, struggling to survive and make a home in that fiery cavern. They are ruled by a Clan Father, who does his best to keep the clan together. The first generation dray still worship Dregoth as their god, but they hate the dragon king for rejecting them.

Second generation dray live in New Giustenal. In the city of dragon bones, most of these dray live contented lives. The templars protect them and see to their spiritual needs, so they are free to work and raise families. All are expected to battle in Dregoth's army on the Day of Light that is to come but, until then, only the templars work to perfect their military skills. Everyone else lives in varying degrees of comfort.

Role-playing Suggestions: As a second generation dray, you look down upon the earlier dray. You are the chosen of Dregoth, and the first generation deserves nothing but your contempt and hatred.

As a first generation dray, on the other hand, you consider yourself better than the dray who replaced you. You do not hate the later dray, but you do not trust them either. Someday you hope to be taken back into the fold. It is a day you pray for.

The following game statistics apply to the dray player character:

- **Ability Adjustments:**
  First Generation: +2 Strength, +2 Constitution, –2 Intelligence, –1 Wisdom.
  Second Generation: +1 Strength, +1 Constitution, +1 Intelligence, –1 Wisdom.
  All dray receive –3 Charisma with regard to other races.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Infravision:** First generation dray can see varying degrees of heat in the darkness to a distance of 60', while second generation dray have infravision to a distance of 30'.
- **Natural Armour:** +3 natural Armour Class bonus.
- **Claws and Bite:** A dray can use his talons to attack twice per round for 1d6 damage and bite once per round for 1d4 damage.
- **Cold Vulnerability:** Dray take double damage from cold-based attacks.
- **Combat Skill:** Second generation dray receive a +1 attack bonus when using dray-crafted weapons.
- **Heat Resistance:** Dray have a natural resistance to heat and fire. They make saving throws against heat- and fire-based attacks for half or no damage.
- **Light Vulnerability:** Dray receive a –2 to attack rolls when fighting in areas of bright light (in sunlight, for example).
- **Reduced Water:** Dray require only 1/2 gallon of water per day when active.

First Generation Mutations

All first generation dray have some sort of mutation. The DM and the player can either select a trait that has only a role-playing effect, or the player can roll on the table below. When a mutation is selected, the player and DM should determine its outward appearance. For example, a dray with a reduced Dexterity score might be more bent and misshapen than his fellows.

1d20 Roll	Effect
1	A randomly selected limb is human instead of dray (no claws on that limb, and AC 10).
2	The dray's scales are soft, giving the dray an Armour Class of 10.
3	Strength score is reduced by 1d2.
4	Constitution score is reduced by 1d2.
5	Dexterity score is reduced by 1d2.
6	Intelligence score is reduced by 1d2.
7	Wisdom score is reduced by 1d2.
8	Charisma score is reduced by 1d2.
9	The dray has no infravision.
10	The dray's scales are thicker, improving the dray's natural Armour Class bonus to +5.
11	The dray's teeth are human; the dray has no natural bite attack.
12	The dray's claws are jagged; claw attacks cause 1d4 points of damage instead of 1d6.
13	The dray has no tail.
14	Strength score is raised by 1d2.
15	Constitution score is raised by 1d2.
16	Dexterity score is raised by 1d2.
17	Intelligence score is raised by 1d2.
18	Wisdom score is raised by 1d2.
19	The dray's scales are uneven in texture and colour, and human flesh shows through in places.
20	Roll twice more.

Gith

The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are known for their aggressiveness and ability to survive, even flourish, under the most adverse conditions. For many, the word "gith" and the word "raider" are synonymous, as most gith tribes survive on the fruits of others' labour.

There are persistent rumours that gith were once less bestial and have become savage raiders due to some catastrophe they suffered in the past. From time to time, gith with startling psionic abilities are encountered, so there may well be some truth to these tales. The gith, of course, are neither able nor willing to comment.

Personality: Gith view all others as potential rivals for food, wealth, and position. This manifests in a fierce competitive nature. Most gith live by the credo "only the strong survive" and strive to be the best at everything they do. They tend to focus on physical activities such as combat and sports. They have little respect for scholarly pursuits, but those who can turn their knowledge into power are to be feared.

Gith society is extremely patriarchal. Female gith are not afforded any rights and are treated as slaves. When a female gith first leaves gith society, she will be shy and deferential around males of other species, but soon warms to her new freedom and becomes as bold and aggressive as any male gith.

Physical: Gith are gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumb, yet they can use tools and weapons. Their fingers and toes end in sharp claws.

When gith stand up straight they are nearly as tall as elves, averaging 6 1/2 feet in height. But since standing erect is uncomfortable for them, they spend most of their time in a crouched, hunched-over position, making them appear to be only about 5 feet tall.

Gith bodies are hairless and have greenish-gray skin. Their mouths are wide with a protruding lower jaw. They have no teeth, but instead have bony ridges that they use for grinding food. A gith's large, black, pupil-less eyes move independently of each other and may look at two different things at once. Their legs are designed for jumping, which how they normally move around, walking in an awkward shuffle when they cannot jump.

Gith tattoo themselves with symbols of protection and enjoy wearing trophies of defeated foes. Gith mature quickly. It is rare for a gith to survive past 50 years old.

Relations: Gith do not view others in terms of race. If a member of another race is stronger than a gith, they are to be obeyed. If they are weaker, they are to be bullied and taken advantage of. Halfling and gith tribes constantly clash throughout the Ringing Mountains, fighting over territory and resources, so halflings have a particular dislike for gith. Orderly minded dwarves do not like the chaotic nature of most gith and view them as a menace. Elves have no special love or hate for them, but treat them as they would any outsider. Tareks probably hate gith the most, always seeing the gith as "defiling" the sacred earth, which in turn causes many battles between the two races as the tarek move to cleanse their lands. Most other races view this as simple bullying and respond accordingly.

Lands: Gith tribes most often make their homes in mountainous areas. From there, they can raid surrounding lowlands and then retreat back to the safety of defensible villages. Most gith live by raiding other intelligent creatures, but some few have taken up mining gems for sell to the merchant houses.

There is a notable concentration of gith in and around the Black Spine Mountains. These peaks in the central Tablelands are crawling with countless tribes of gith, making the region hazardous to traverse. In this area, an encounter with the gith is almost a given.

Language: The gith tongue is a squawking cacophony of barks and shrieks, accompanied by clacking jaws and frequent hissing. The gith have no alphabet of their own but their language can be expressed in elvish script.

Gith Society: Gith are impulsive, unruly, and destructive, and their society is similarly driven by violence and oppression. The stronger rule the weaker, the males dominate the females, and any who go against these traditions are subjected to hideous tortures.

Gith are highly superstitious and their lives are filled with taboos and rituals to ward off bad luck. Shamanic witches hold great power over their tribes, often having the final say in any decision by ruling whether or not "the spirits" approve of the endeavour.

Constantly searching for something to give them an edge over their rivals, gith often turn to psionics. Most tribal leaders are powerful psions and freely use their powers to keep tribal members in line and eliminate rivals. Though they are not particularly powerful telepaths, psychoportive disciplines come naturally to gith. They also enjoy the destructive ability of most telekinetic powers.

To most gith, arcane magic is to be feared. Wizards of any kind, preserver or defiler, wield great power in gith society, as they are considered to be masters of terrifying forces. Individual gith avoid arcane spell casters out of fear and only the most power hungry will attempt to learn arcane magic. If they survive, they are likely to become leaders among the gith people.

Gith believe that knowing a person's name grants power over that person, so they are very protective of who knows their name. Often only family members and close, personal friends will know a gith's true name. The rest of the world knows him only by a nickname that is chosen because of some notable physical feature or aspect of their personality.

Only prominent members of a gith tribe will be given a name beyond their first. Chiefs, witches, and other leaders are granted additional names that reflect their achievements.

A hero that kills a giant while defending his tribe might receive the name Giant-Killer, or a shaman that cures a disease threatening his tribe might be given the name Plague-Stopper. The more names a gith has, the more powerful and respected he is perceived to be. A gith who assumes names he does not deserve will be considered a braggart and liar and will be shunned or even cast out of his tribe.

Male gith do not usually recognise the names that female gith give to each other and simply refer to a particular female as "You".

Role-playing Suggestions: You are a true desert raider, living by your wits and your strength. When you encounter a new situation, attempt to turn it to your benefit by force of physical strength or mental cunning. Dominate those who show weakness and kill those who would pose a threat or act as potential rivals.

If it appears that you would be outmatched, preserve your life by whatever means necessary. Grovel, whine, plead, bribe, or flee. Return later to take revenge as necessary, ideally when your enemy is sleeping or otherwise unaware.

Should you reach a stalemate or settle into a power dynamic that is acceptable to you, treat your companions as if they were a raiding pack. Together you are mighty. As a pack you can take down foes far stronger than any individual. Use your greater numbers, greater skill, or greater cunning to your advantage and encourage your companions to do likewise. As one, you are unstoppable.

The following game statistics apply to the gith player character:

- **Ability Adjustments:** +2 Dexterity, –2 Charisma.
- **Movement Rate:** 9.
- **Size:** Medium.
- **Infravision:** Gith can see varying degrees of heat in the darkness to a distance of 60'.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws:** A gith can use his talons to attack twice per round for 1d4 damage.
- **Spring Attack:** Gith can leap up to 20 feet in a single movement. When attacking in this fashion, they gain a +2 on their attack rolls.

Halfling, Renegade

While most halflings found on Athas belong to the more or less civilised clans located in the Forest Ridge near the Ringing Mountains, there exist tribes of so-called "renegade" halflings. These tribes do not share the desire for racial unity and harmony that their cousins do. To the renegade halfling, loyalty is paid to their tribe and their tribe alone. All others – even halflings of other tribes – are meat.

Renegade halflings are more gifted in psionics than other halflings. Their insular nature has given rise to particularly potent wills and they are adept with all manner of psychic defences.

Personality: Renegade halflings are culturally insular, much as their more civilised cousins are, but this insularity is exaggerated to an extreme. They see themselves as predators and all weaker creatures as prey. Those that prey upon the renegades are not resented for their predation – this is the way of things, the natural order. To a renegade halfling, they are no different from the beasts of the forests they call home.

Physical: Like their more civilised cousins, renegade halflings are very short humanoids, standing about 3 to 4 feet tall. Weighing anywhere from 50 to 60 pounds, halflings live to be as much as 120 years old. While the bodies of halflings are very similar to those of humans (except considerably shorter), they have faces which resemble wise and beautiful children. Renegade halflings often have a more feral demeanour than other halflings.

Relations: Though renegade halflings share many characteristics with their more normal Athasian cousins, they are far more brutal. As noted above, whereas most halflings of Athas share a common sense of racial unity, the tribes of renegade halflings do not. The only loyalty that renegade halflings will ever display is towards their own tribe and its members. Hence, even the presence of a fellow halfling will not deter a renegade tribe from hunting an adventuring party.

All Athasian halflings, especially renegades, consider all other animal life a source of food. Most halfling tribes also assume that all other races view them the same way. Because of this attitude, any relationship with renegade halflings should be approached with a great deal of caution.

Lands: The tribes of renegade halflings usually make their home in remote areas of the forests and jungles near the Ringing Mountains. Renegade halflings eat both plants and animals, but much prefer meat to vegetation. Any who enter their lands are therefore seen as a potential meal by these tribes of diminutive predators.

Language: The language of renegade halflings is a collection of hoots, howls, shrieks, and whistles that sounds more like the sounds of the forest than a language.

Renegade Halfling Society: A typical tribe of renegade halflings will contain from two to twelve families, with each family having from three to five members. The family units of a renegade halfling tribe live in large huts made from small trees and bamboo shoots, covered with ferns and fronds from the tropical plants which grow all throughout the jungles of the Forest Ridge.

All the members of a tribe must work towards the goals of the tribe, which are usually as simple as survival, but can also include raids on nearby villages and other halfling tribes. Those who act against the tribe's interests are outcast; some are even sent into the jungle with only their own survival skills to support them.

Some renegade halfling tribes have developed a method of growing esperweed plants in large gardens, supplying an usually large amount of this rare plant for the tribe. This gives these tribes valuable trading commodities and also provides them with a powerful tool for dealing with encounters with enemies.

Role-playing Suggestions: You are part of the natural order, as much as any other animal that walks the face of Athas. As such, you hunt and are hunted and, when you die, it is part of the cycle and the best you can hope for is to have had a fulfilling life. Other creatures are also part of the cycle of existence, whether they realise it or not, for they too are born, hunt, mate, reproduce, and die.

If you were to discuss this with other creatures (as opposed to eating them), you might wish to spend the time explaining these concepts. You are capable of cooperation in order to survive – not everything is a meal, even though everything has the potential to become one. Other Athasians would do well to understand that what happens in one place to one elf affects all elves, and the actions of one elf ultimately affect the entire race. You are frustrated by the fact that members of other races somehow believe that they are separate from the natural order of things.

You find defilers to be a crime against nature and will attempt to eat them immediately, preferably in the method of a thousand nibbles. How can such people claim intelligence? You would not find any creature poisoning their own lair, but this is what defilers do. This is the most damning evidence as to the barbarism of other races. You will not find halfling defilers.

Often others will ask why you see all life as potential food. You often feel that these are foolish questions. Suppose someone asked a human why they ate that erdlu leg last night? Suppose they asked about the poor erdlu's feelings? Did it want to be eaten? Suppose it wanted to continue living? What about the family it cared for and protected? To you, it doesn't matter. You hunted and killed it, so you get to eat it, regardless of how it "feels".

You do not understand why there is a line drawn between sentient and non-sentient species. Is it the ability to speak? How long would the sloth pause before pouncing if you explained that, because you have the ability to speak, you should not be eaten. Some say the sloth is a stupid creature and so can be excused, but many predators of enormous intelligence prey upon so-called civilised creatures.

Does the value of a body change once it has died? An elven tribe might kill an escaped mul for an insult made out of ignorance. They can kill her because her life means so little, despite what the mul might contribute to the security of the tribe if she were taken in. But the elves would never consider eating the mul, despite having hungry children. Somehow, the body is given more value than the life it held. What manner of creature denies its needs? This is how you perceive other races – creatures in denial of their true nature.

The following game statistics apply to the renegade halfling player character:

- **Ability Adjustments:** –2 Strength, +2 Dexterity, –1 Constitution, +2 Wisdom, –1 Charisma.
- **Movement Rate:** 6.
- **Size:** Small.
- **Expert Aim:** Renegade halflings receive +1 to hit with all missile weapons.
- **Fearsome Reputation:** Renegade halflings suffer a +3 reaction penalty from all other creatures from outside their specific tribe.
- **Psionic Aptitude:** Renegade halflings add +1 to their power checks when using a telepathic defence.
- **Reduced Water:** Renegade halflings require only 1/2 gallon of water per day when active.
- **Stealthy:** When renegade halflings sneak up on non-halflings, their opponents suffer a –4 penalty on surprise rolls.
- **Halfling Resilience:** Renegade halflings receive bonuses to saves vs. poison, rods, staves, wands, and spells, based on their Constitution score:

Constitution Score	Saving Throw Bonus
4–6	+1
7–10	+2
11–14	+3
15–18	+4
19–21	+5
22–24	+6

Halfling, Rhul-Thaun

The rhul-thaun, the people of the cliffs, are living remnants of a bygone age. Their culture is based upon a period of time no longer spoken of even in the legends of Athas. Because of this, rhul-thaun society is unique in all the world. They are at the very least close cousins of the halflings known throughout the Tablelands and Forest Ridge. Physically they are very similar – nimble, lithe, yet more muscular than they appear. But they preserve a culture that has otherwise vanished from the face of the world.

Personality: The rhul-thaun look upon the world as a place where all life is sacred, and nature is a force to be respected. So extreme have these notions become that most rhul-thaun venerate the elements as unknowable and uncontrollable forces.

They also know that in nature all things serve a purpose, and therefore try to find their own purpose in life and in relationship to the rest of the world. This is as true for individuals as it is for the people of the clans.

Physical: Like the feral halflings of the outside world, the rhul-thaun are short with wiry, nimble bodies. The average height for rhul-thaun males is 3 feet, while females are an inch or two shorter.

Light of bone and build, the physique of the people of the cliffs is sinewy and tough. Even with an abundance of water, however, their lives are still quite harsh, fostering a need for strong, sturdy bodies. Their skin is fairer than that of most Athasians and appears to be smooth and wrinkle-free throughout most of their lives.

Their resilient musculature betrays little of the deterioration caused by time, and they are active even in old age. Rhul-thaun hair colour is black or brown, but rare individuals are blond or, more rarely, red-heads. A typical member of the race has virtually no body hair other than on his head.

Facial hair is unknown to them (its presence on members of other races would probably cause them to believe that person to be an animalistic, monstrous, or barbaric individual). Eye colour varies greatly, with green, gray, and brown being most common.

Relations: Halflings from the outside world who encounter the rhul-thaun find the experience unsettling. Despite many similarities, the two groups have very little in common when it comes to their fundamental philosophies of life. Isolated, recalling their great past, the rhul-thaun respect nothing more than life and are loathe to destroy it. But the feral halflings, whose history has devolved to legend and whose culture has been corrupted over the years by neighbouring cultures, look upon every living thing as a potential source of food.

Language: The language of the rhul-thaun is directly descended from the speech of the ancient halflings of Athas. Time has modified the language, but it still sounds like its forebear. It is a breathy, elegant tongue, pleasant to virtually every ear.

Rhul-Thaun Society: As they look upon the random, indomitable forces inherent in the world, the rhul-thaun seek at least a thin veneer of reason to give the appearance of control. To accomplish this, and to preserve what was left of their ancestors' knowledge, they devised a complex set of rituals, one for virtually every conceivable event and activity in their lives. Birth, marriage, and death rites are found in most societies, but the rhul-thaun make formal ceremonies of greeting, meals, dressing, trade, war, dance, and all aspects of life requiring relationships with others.

Despite their universal passion for ritual, and like all other inhabitants of Athas, the rhul-thaun know no gods. While nature is revered and respected, the rhul-thaun seldom worship its attributes – except for a rare few. These individuals follow the paths of the elemental priests who pay homage to the power of the forces of earth, air, and water – fire is forbidden and the paraelements seen as debased.

Wizardly magic remains an unknown quantity among the rhul-thaun. It is not that they actively disbelieve in magic, they are merely ignorant of it – the words *wizard* and *magic* are not even in their language. When they experience the power of magic, their response is to react with horror. The more stalwart occasionally attempt to explain the process through concepts they can understand or at least are aware of, such as psionics. These attempts are usually met with frank stares of disbelief.

Compared to their appreciation of magic, rhul-thaunian understanding of psionics is tremendous. But when weighed against most of the other intelligent races of Athas, however, the halflings of the cliffs lack a true grasp of the nature and power of the Way. They have long recognised its existence and many individuals have displayed natural mental powers in their own culture.

Using the ritualised arts of life-shaping, the rhul-thaun organically produce clothing from creatures created specifically for this purpose. Each rhul-thaun clan has its colour or colours to represent it. The rhul-thaun also frequently use patterned face and body paint to individualise their identities and many of them alter the patterns on a daily basis.

Grooming is an important part of this society. Personal appearance is a very serious matter among the rhul-thaun and even the most unrefined individuals recognise its importance. Grooming time is not considered frivolous and those who maintain a seriously crafted look are not thought of as vain.

Role-playing Suggestions: There is no existence without a purpose. You must know the purpose and function you fulfil in the broader scheme of things. When you are feeling tense or anxious, simply focusing on your purpose usually makes you feel more at ease.

The sanctity of life in all its forms is pivotal to you. You would never take a life casually – even the lives of those creatures other races would consider vermin, like rats and insects. In accordance with your beliefs, there are life-taking rituals to be performed before and after killings take place.

Murder, the killing of another halfling, is a very serious crime among the rhul-thaun. You would never take a life without careful consideration. However, when the decision to kill is made (and justified to your conscience), it is done swiftly and without hesitation. To hesitate before taking a life is the way of outsiders. It betrays a lack of purpose.

The following game statistics apply to the rhul-thaun player character:

- **Ability Adjustments:** –1 Strength, +1 Dexterity, +1 Wisdom.
- **Movement Rate:** 6.
- **Size:** Small.
- **Expert Aim:** Rhul-thaun receive +1 to hit with all missile weapons.
- **Expert Climber:** Rhul-thaun can climb walls and other sheer surfaces with a base 80% chance and suffer no penalty to the climb walls rogue skill.
- **Reduced Water:** Rhul-thaun require only 1/2 gallon of water per day when active.
- **Ritual Knowledge:** All rhul-thaun receive the knowledge (ritual lore) proficiency for free.
- **Stealthy:** When rhul-thaun sneak up on non-halflings, their opponents suffer a –4 penalty on surprise rolls.
- **Halfling Resilience:** Rhul-thaun receive bonuses to saves vs. poison, rods, staves, wands, and spells, based on their Constitution score:

Constitution Score	Saving Throw Bonus
4–6	+1
7–10	+2
11–14	+3
15–18	+4
19–21	+5
22–24	+6

- **Mutation:** 1% of rhul-thaun are born with a mutation. 90% of these mutations are minor. For the remaining 10%, roll on the following table:

d% Roll	Effect
01–08	Extra limb (random type, only 30% are usable)
09–15	Missing or deformed facial feature
16–20	Enhanced muscles and bones; +1d4 Strength
21–25	Strengthened internal organs; +1d4 Constitution
26–30	Enhanced nervous system; +1d4 Dexterity
31–38	Improved eyes; increase visual range by x2
39–46	Improved ears; increase audio range by x2
47–57	Improved eyes; provide 60-foot infravision
58–65	Leathery skin; +2 natural AC
66–73	Improved muscles allow 15-foot leaps
74–80	Primitive gills; breathe underwater 1 hour/day
81–86	Altered immune system; immune to disease
87–92	Altered internal systems; +4 saves vs. poison
93–96	Roll twice, ignoring rolls over 92
97–00	DM's option

Jozhal

Jozhals are small, lightly built reptilian creatures which may be distantly related to crodlu. They are known for their curiosity, timidity, and their ability to change the colouration of their hide at will. In some areas, jozhals are seen as pests, but they are in fact an extremely intelligent species, who strive to live in harmony with the land and make the most of what meagre offerings Athas has to give.

Personality: Jozhals are naturally shy and secretive creatures. Jozhals avoid combat if at all possible, fleeing or using their chameleon-like skin to hide. If forced into combat, a jozhal will attempt to defend itself first with psionics or spells, then with any magical items it currently possesses. If left with no other option, the jozhal will attack with its claws.

Physical: Standing about four feet tall, the jozhal is a small, two-legged reptile with a skinny tail, a long flexible neck, and a narrow, elongated snout. Its mouth is filled with needle sharp teeth, and its lanky arms end in small, three-fingered hands with an opposable thumb. Although the jozhal's hide is covered with scales, they are so small as to be unnoticeable at first, and it appears more akin to a man's skin or a boneclaw's rough hide. The jozhal can change the hue of its skin at will, either to match the colour of its environment, or stand out against it.

Relations: Jozhals are so insular that they rarely learn the languages of other races. The leader of a family will learn the common tongue, so that he or she may communicate with outsiders on the rare occasion that interaction is necessary. When around those they do not know, especially other races, jozhals become very withdrawn and are unwilling to even speak to outsiders unless necessary. They will often travel days out of their way just to avoid encountering non-jozhals, especially elves and humans, whom they consider destructive. If forced to interact with members of another race, jozhals will attempt to make the experience as short as possible.

Lands: Jozhals do not normally form permanent settlements, but travel in nomadic family groups between the fertile areas of the Tablelands and Hinterlands, beyond the Ringing Mountains. These families forage for roots, nuts, and small reptiles and insects. Jozhals always make use of every little bit of anything that they find, to the point of extremes, practicing cannibalism and fashioning the bones of their dead into weapons and tools. The only time a jozhal family will permanently settle in one area is when a member of that family becomes a druid of great power and takes custody of his guardian lands.

Language: Jozhal is a language composed of clicks, pops, and whistles. Due to its unusual nature, many who are not familiar with the tongue will not even recognise it as a language. Most jozhals do not keep a written form of their language, and the pyreen alphabet is the only known writing system that can be adapted to writing the jozhal tongue.

Jozhal Society: Jozhals live in small family groups of four to five creatures. They are extremely intelligent and cunning, but regard humans or demihumans as foolish, dangerous creatures and will rarely tolerate them.

Jozhals are attracted to magic items of all sorts, believing them to hold the power of the land. They will often track passers-by and attempt to ascertain if the group is carrying any magic items. If they are, the jozhals will try to sneak into camp and steal them.

Jozhals forage for food (roots and tubers), and eat almost any sort of small reptile, snake, or insect. They favour the magic of elemental clerics because it is not destructive to the environment.

Despite their curiosity, jozhals are deeply suspicious of all arcane spellcasters. They will tolerate preservers, but watch them closely for any signs that they may defile, and criticise them harshly if they use magic wantonly or carelessly. Jozhals do not tolerate defilers in any way. A jozhal may even put himself at risk to stop a defiler from damaging the land.

Jozhal children are taught from a young age the proper use of magical items, both arcane and divine, so even non-spellcaster jozhals will be comfortable with most magic items they come to possess.

Jozhal adventurers are rare. Only a few are able to overcome their natural shyness to mix with strangers and fewer still are willing to be separated from their families for long periods of time. Those who do follow the adventuring path have usually had their families wiped out by raiders or some natural disaster. A few have allowed their obsession with magical items to overwhelm them and see adventuring as the quickest, easiest way of finding and possessing such items.

Role-playing Suggestions: Why are you an adventurer? What compelled you to leave the relative safety of your home and set out into the world where more or less everything is larger and more ferocious than you are? For a jozhal character, this question is at the heart of their identity.

This is because timidity, shyness, and an aversion to interaction with other creatures are all key elements of the jozhal psyche. They are the traits that have allowed the diminutive species to survive in the uncompromising Athasian wilderness. Even when you have made the choice to become an adventurer, these aspects of your personality do not simply go away.

You remain averse to conflict and will seek to avoid it if possible or hide if it becomes inevitable. This does not mean that you are a coward – only that you have no desire to seek your own death for reasons of appearance. Should you be cornered and unable to escape, you will turn on your enemy with vigour.

In the wild, jozhals use their claws and bite when pressed. An adventurer will have far more devastating options in their arsenal, and you do not shy away from deploying these.

Jozhals are uncomfortable around other Athasian races and this colours all your interactions with other Athasians. Due to their insularity, jozhals are not fluent or even conversant with other cultures. Simply put, they frighten you and it will take time for you to understand the ways of other Athasian races.

Humans and elves are a particular source of concern for you. You have seen how these two races behave and consider them destructive and alarming. If you cannot avoid them, work to change their ways so that they are less wasteful and more considerate of the world they share.

Always remember your curiosity, particularly for magic. It is an embodiment of the planet's life force and you consider it almost sacred. Those who abuse magic – defilers – come in for open criticism and mockery from you. If you are able to convince a defiler to give up his ruinous ways, you consider this a great victory in life.

The other great jozhal trait is practicality. Do not allow resources to go to waste. Scavenge whatever you can and steal what you cannot more easily obtain. Waste not, want not.

Your ability to change the colour and pattern of your scales is not merely a defensive ability. It is more often a method of emotional expression and artistic creativity. You enjoy changing your appearance for pure pleasure, forming patterns and shapes in the same way that others enjoy tattoos.

The following game statistics apply to the jozhal player character:

- **Ability Adjustments:** –2 Strength, +2 Dexterity, –1 Constitution, +2 Intelligence, +1 Wisdom.
- **Movement Rate:** 18.
- **Size:** Small.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws and Bite:** A jozhal can use its talons to attack twice per round and bite once per round, each for 1d4 damage.
- **Camouflage:** A jozhal can change the colour of its hide by concentrating for one round. If used to hide, a Wisdom check is required to spot the jozhal.
- **Magic Resistance:** Jozhals have 10% magic resistance.
- **Surprise Attack:** When attacking from camouflage, jozhals impose a –2 penalty on surprise rolls.

Lizardfolk, Marnitan

Marnitan lizardfolk are reptilian, amphibious humanoids who live in the region of Marnita – the Last Sea. There, they survive by herding kreel and fishing. Their skin is chameleon-like, able to change hue and pattern according to the lizardfolk's desire.

Personality: The lizardfolk's reptilian nature comes through not only in their appearance, but also in how they think and act. Like most reptiles, their feelings largely revolve around fear, aggression, and pleasure. They experience most feelings as detached descriptions of creatures and situations. Lacking any internal emotional reactions, lizardfolk behave in a distant manner. They lack meaningful emotional ties to the past. They assess situations based on their current and future utility and importance.

Physical: Adult lizardfolk stand six to seven feet tall, weighing 200 to 250 pounds. The skin of the creatures can change colour to permit the lizardfolk to blend in with their surroundings. Their skin is composed of thin scales meshed closely together, providing protection while still remaining flexible.

The tail of a lizardfolk is three to four feet long, but not prehensile. It does help to keep the creature balanced when swimming, however. It is nearly impossible to distinguish between the sexes without a thorough inspection, something most lizardfolk are reluctant to let strangers attempt.

Lizardfolk clothing usually consists of a simple kreelskin loincloth with leather harnesses.

Lizardfolk actually have a fair amount of control over their coloration. They can change their skin to match just about any colour of the spectrum. Normally, they let their reflexes automatically cause them to blend into their environment but, during special ceremonies, they can actually will their skin to colour itself in intricate patterns, each with a special symbolic meaning.

Relations: The reptilian mindset of the lizardfolk strongly influences how they see other creatures. They don't mourn fallen comrades or rage against their enemies. They simply observe and react as a situation warrants. Nowhere does this come through as strongly as when lizardfolk deal with the dead.

To a lizardfolk, a comrade who dies becomes a potential source of food. That companion might have once been a warrior or hunter, but now the body is just freshly killed meat. A lizardfolk who lives among other humanoids can, over time, learn to respect other creatures' emotions. The lizardfolk doesn't share those feelings, but instead assesses them in the same clinical manner. Yes, the fallen dwarf might be most useful as a meal, but hacking the body into steaks provokes aggression in the other humanoids and makes them less helpful in battle.

Lands: Lizardfolk exist in one place only now on Athas: the region of Marnita, the Last Sea. There, under the watchful eye of the Mind Lords, their society is able to flourish. While Marnitan lizardfolk might well be able to endure beyond the Barrier of Guardians, few would wish to willingly subject themselves to such considerable hardship.

Language: While these creatures have their own language – a hissing, rumbling crocodilian speech, most of them have at least a rough command of the common tongue. This helps them negotiate in their infrequent encounters with those who dwell along the shores of the Last Sea.

Lizardfolk Society: The lizardfolk of Marnita are more civilised than their now-extinct ancestors. Although they didn't start out this way, circumstances have forced them to adapt. After all, the traditional lizardfolk meal of human flesh was frowned upon by the Mind Lords,

so in Marnita, if the creatures couldn't find another source of food, they were doomed to extinction. As their hunting grounds were severely limited the Barrier of Guardians, they took the only option open to them and domesticated the local kreel, becoming a society of kreel-herders. As such, its rare to see more than a dozen or so lizardfolk together at a time outside the lizardfolk city deep below the waves of Marnita.

Athasian lizardfolk are comfortable with using shields and weapons. They tend to prefer tridents with wooden shafts and heads carved from three long bones. On more formal occasions, they wear full kreelskin togas, but these are rarely used on a daily basis, as they hamper underwater movement.

Athasian lizardfolk have few natural enemies. Sharks and dolphins alike tend to give them a wide berth, but it is not unheard of for a lone lizardfolk to be attacked and killed by a roaming school of sharks. The only true threat to lizardfolk in general is the squark, the behemoth with which they share the Last Sea. Once every so many years, on a more or less unpredictable basis, the squark attacks the lizardfolk city of Nesthaven. The walls of Nesthaven are strongly fortified against the creature, but they can only hold so long against its monstrous onslaught. Dozens of lizardfolk are killed each time the monster attacks.

Other than that, though, the lizardfolk live fairly sedate lives. They farm the kelp beds and tend their flocks of kreel and have wonderful underwater festivals. These are sometimes so amazing that the lights under the waves can be seen even from distant Saragar.

The lizardfolk have a great deal of respect for the Mind Lords and their children (as the lizardfolk think of the shore dwellers). After all, the Mind Lords saved them from Keltis, the lizardfolk executioner. Without their help, the people (as they call themselves) would sure have been scoured from even the floor of Marnita.

Role-playing Suggestions: You are lucky to be alive. This, more than anything, lies at the forefront of your mind. It has been drummed into your people over generations – without the Mind Lords, the executioner of lizardfolk would have eradicated you as he did the rest of your species. Because of this, you take little for granted. Everything has a deep and meaningful value to you, not just for its practical use, but because it represents a world that otherwise might not exist for you and your kind.

Despite this awareness, you are not emotional about your good fortune. It is simply a fact of life. Many others on Athas were less fortunate than you. They did not deserve to die any more than you deserved to live. This is simply the way of things.

You have no need to phrase things delicately or worry about phrasing things incorrectly and upsetting someone (short of an outright threat). You only really care with what is said is being done, at least among your own kind. It will take you a little while to get used to how saying essentially the same thing in different ways provokes different reactions in other races. You don't really understand how metaphors work, but this doesn't stop you from using them at every opportunity.

Your response to threats differs from other races. For example, humans confronted by an angry braxat experience fear on a basic level. Their limbs shake, their thinking becomes panicked and jumbled, and they react by instinct. The emotion of fear takes hold and controls their actions.

In contrast, you see emotions as traits assigned to other creatures, objects, and situations. You don't think, "I'm scared". Instead, aggressive, stronger creatures register to you as fearsome beings to be avoided if possible. If such creatures attack, you flee, fighting only if cornered. You aren't scared of a braxat; instead, you understand that a braxat is a fearsome, dangerous creature and react accordingly.

The following game statistics apply to the Marnitan lizardfolk player character:

- **Ability Adjustments:** None.
- **Movement Rate:** 6, Sw 12.
- **Size:** Medium.
- **Natural Armour:** +6 natural Armour Class bonus.
- **Claws and Bite:** A lizardfolk can use its talons to attack twice per round for 1d2 damage and bite once per round for 1d6 damage.
- **Camouflage:** A lizardfolk can change the colour of its hide by concentrating for one round. If used to hide, a Wisdom check is required to spot the lizardfolk.
- **Hold Breath:** Lizardfolk can remain under water for long periods of time. A lizardfolk can hold his breath up to 2/3 his Constitution score in rounds (rounded up).

Nikaal

The nikaal are a mysterious race of lizard-like humanoids. They are far-wandering traders and explorers. Though their origin is shrouded in mystery, some Athasians believe there is a nikaal homeland beyond the Ringing Mountains.

Nikaal frequently go into combat without the benefit of weapons and also have the ability to spit acid.

Personality: Secretive and prone to seclusion, nikaal try to avoid unnecessary combat but, when provoked, they can be savage. Usually, they are quiet and reserved, seemingly polite to the extreme. For the nikaal, this is a façade intended to put others at ease, the better to facilitate advantages for the nikaal themselves.

The nikaal are known for a polearm is unique among their race – the a *tkaesali*. The tkaesali are reserved only for celebrated warriors, tribal elders, and shaman. They are frequently decorated with totems and war trophies. Nikaal carrying tkaesali are treated with reverence by other nikaal. If an individual loses his tkaesali, he is ostracised until he finds his prized weapon. If it is in the possession of a member of another race, that individual must be defeated in personal combat in order for the nikaal to regain stature among the tribe.

Physical: The nikaal are 5 to 6 feet tall and weigh 150 to 250 pounds. Although their facial features are similar to humans, their scales and eyes set them apart. Their bodies are covered with fine, purple scales that regulate the body temperature in the searing desert sun and prevent evaporation of vital fluids. Nikaal eyes have a distinctly serpentine shape and colour.

Nikaal need half as much water as humans, and they have twice the endurance while exposed to the harsh environment of Athas.

Nikaal rarely use armour as it disrupts their natural thermostats. If the situation warrants, individuals may use wooden breastplates or hide armour but never metal armour.

Wearing any armour doubles the nikaal's water needs and metal armour quadruples water requirements. Frequently, nikaal use a small to medium-sized shield.

Nikaal live an average of 50 years.

Relations: Although a strange and alien race, the nikaal are accomplished traders and take care to maintain cordial relations with all other races. As their homeland is unknown, they have never been involved in any widespread conflicts in the Tablelands region.

The nikaal would rather trade and negotiate as a means to solving problems with outsiders, as this is usually the best way to preserve resources. Even with their own kind, the nikaal are reserved and almost insular. Self-protection and conservation are paramount.

Up to a point. When their quiet reserve is pushed too far, or when their state of thoughtful repose is overly threatened, the nikaal can erupt in explosions of horrifying savagery, displaying truly inhuman cruelty.

Lands: The nikaal are a nomadic tribal race led by an elder council. Nikaal tribes range from 10–100 members. Tribes usually travel between major urban areas, trading goods acquired from other towns and in their journeys. Because they are nomadic, tribes rarely stay in one place for more than a week except during a tribal crisis, such as the appointment of a new elder.

Language: The nikaal do not share or teach their language to others not of their race, and there are no instances of non-nikaal learning the tongue. It is a sibilant, hissing language, with additional nuance being communicated through body pose and attitude.

Nikaal Society: Within their tribal society, as noted, nikaal are ruled by a council of elders, elected to these positions by general acclaim. Beyond this, however, tribal chiefs (who are male or female, again as elected) have control over the day-to-day elements of nikaal life.

Nikaal have a surprisingly complicated spiritual life. They worship the elements, as is the case with many races of Athas, but also venerate their ancestors, believing that their spirits watch over them from the Gray. It is believed that, the more veneration an ancestor receives, the longer he will remain connected to the tribe and the longer he will provide supernatural guidance and support.

A special sub-sect of priests adjudicates all matters relating to the ancestor spirits, although it is often said that they have more in common with necromancers that with clerics.

The nikaal make accomplished psions, with their keen minds and thoughtful approach to life. They have not developed any specific psionic techniques, but instead each develops his abilities as is appropriate.

As a result, there are more than a few individual nikaal with astonishing psionic abilities. As a whole, they eschew sects such as The Order, instead pursuing their own esoteric paths to power.

The nikaal are fond of sorcery but know too well the danger it poses and the way it is seen by the majority of Tablelands races. As a consequence, magic is something of a taboo in nikaal society, but a taboo that is secretly indulged in by many nikaal scholars, with the tacit acceptance of their peers. The stereotype of the nikaal who everyone knows is a wizard, but whom nobody ever bothers is a common figure in nikaal tales. Such characters are shunned until the tribe as a whole needs their powers.

Role-playing Suggestions: For many, "inscrutable" is a word often applied to the nikaal. Your alien appearance and reclusive nature make you hard to read – which is how you like it. The other races of the Tablelands are all looking for advantage and you find it easier to tilt the odds in your favour if they are unable to guess at your true motivations.

You deliberately cultivate an aura of seclusion, shyness, and quiet sensibility. This is a front. In truth, you are as brutal as a tarek, as wild as a renegade halfling, as inhuman as a thri-kreen. But you reserve this truth for when it is most needed – or when you can maintain the lie no longer.

When the moment comes, you are capable of unleashing horrific savagery upon your foes. This is not merely a display of claws and acidic bile. Instead, let loose with the full range of weaponry, sorcery, or psionics at your disposal and do not stop until your enemy lies dead at your feet. And even then you might not pause, taking delight in defiling their twitching corpse.

Nevertheless, you consider yourself a deeply spiritual being. You are very concerned about the opinions of your ancestors, who watch over you from the Gray. This is not mere theorising – at some point in your youth, you probably encountered one of these ancestors, summoned back to the world of the living by your tribal priest. You know they are there watching. And you know that, one day, you will join them and answer for your deeds in life.

The following game statistics apply to the nikaal player character:

- **Ability Adjustments:** –2 Strength, +1 Intelligence, +1 Wisdom.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Claws:** A nikaal can use its talons to attack twice per round for 1d4 damage.
- **Acid Spit:** A nikaal can spit a stream of acid once every three rounds, dealing 2d4 points of damage (save vs. breath weapon for half).
- **Thermal Scales:** Nikaals require half as much water as other Medium creatures (1/2 gallon per day when active) and halve any damage due to heat stroke or cold. This ability is negated if they wear any armour. If a nikaal wears metal armour, it requires 2 gallons per day when active.

Ssurran

The ssurrans are reptilian humanoids, whose appearance is similar to that of heavy-set lizard men. They roam Athas, living their lives as traders, raiders, hunters and scavengers. While some ssurrans are markedly more primitive than others, they have spread throughout the Tablelands. Those that dwell in the region of Lava Gorge, on the Scorched Plateau, have benefited from the seclusion and attendant safety that has allowed their tribes to flourish, and they often join into great ssurran nations that sweep across the Plateau.

Personality: While they are viewed as brutal savages or leery scavengers by many other races of the Tablelands – and even hunted as beasts by some – the ssurrans boast a complex culture that is quite visible in the way they live their lives. For the ssurran, the conceit that places "civilised" races above the beasts does not exist. To the ssurran, we are all beasts and we all must all do what we can to survive. Those who have land, have safety. Those who have safety can prosper. Those who prosper can create better tools. Those with the best tools can claim the best land...

Intertwined with this simple philosophy is a rich body of religious belief and legend. Thanks to this body of common tribal knowledge, the ssurrans display great practicality. Life is a struggle and each ssurran must learn the skills needed to endure. Ssurrans are no-nonsense, individualistic survivors – traits that make them valued as scouts and guides.

Despite their individualism, ssurrans are most comfortable when surrounded by their allies. When outnumbered or threatened, they are cautious, even cowardly.

Ssurrans will seek to flee or bargain their way out of most overmatched contests, only fighting if cornered. When forced to fight, however, they are savage, rending and biting until an opening to flee presents itself.

Physical: Ssurrans range from 4 to 6 feet in height, weighing anything from 180 to 225 pounds. They are reptilian, even crocodilian in appearance, with pronounced toothy snouts, scales and a long tail. A ssurran's mouth seems perpetually curved in a slight, sly smile. The ssurran tail is not prehensile and is used for balance, posture and communication.

A ssurran's claws are extremely sharp, hardened from long years of tramping across rugged lava flows and the blasted terrain of the Scorched Plateau. They also have a snapping bite, but use of this is considered threatening behaviour in ssurran society. A ssurran who bites means business.

Ssurran hide is thick and heavy and protects the creatures from the heat of the Athasian sun. Their natural resistance to heat even allows the ssurrans to thrive in the immediate surrounds of Lava Gorge.

Relations: The ssurrans are seen as savages, raiders or poor traders by most other Athasian species. For their part, the ssurrans view most civilised races as pretentious fools, lost in their tools and forgetful of their kinship with the beasts of the wilderness. This lends their interactions with others a degree of animalistic condescension.

The ssurrans dominate those whom they can and will seek to forge cordial relationships with those they cannot. If threatened, ssurrans prefer to leave, returning later to strike from ambush, usually with gruesome results.

Ssurrans are carnivores and will eat anything they think will taste good. The less civilised among them will eat intelligent life and have a particular fondness for halfling flesh, claiming it is soft, sweet and ever so spicy. These ssurrans mark their food, either with claw marks or urine, and have been known to do this to foes they slay in battle, only to return and eat them later.

Lands: The ssurrans are a nomadic people who live as hunter-gatherers when they are not raiding or trading. Each tribe claims an area as its own and roams throughout that area during the year, herding its kwilit and fortress beetles with it as it moves. Through their amassed practical lore, the ssurrans know how to preserve their ecosystem and will move on before the land itself begins to suffer.

Because of their natural resistance to heat and fire, ssurrans favour terrain that other races find uncomfortable, or even deadly. The craters of volcanoes, shores of lava seas and the hearts of blazing wastes are all sanctuaries for these creatures, and they have learned to make the most of such environments. Ssurrans who dwell in these locations tend to have a greater degree of sophistication than their brethren do elsewhere and will go to great lengths to defend their homes.

Language: The ssurran language is an elegant one, composed of sibilant tones counterpoised with basso rumblings from the chest cavity. Tail posture adds depth and texture, resulting in a language that is quite impossible for creatures without tails to learn properly.

Ssurrans have difficulty themselves pronouncing other languages and their voices often have a hissing, polytonal quality that is not unpleasant to the ear.

Ssurran Society: The more sophisticated amongst the ssurrans have adopted worship of the elements and paraelements, along with most of the rest of Athas. They favour Magma and Sun, with Fire also being popular. Clerics of the Earth element are also welcome amongst the wandering tribes.

Those ssurrans of a more ancient heritage believe in ancient gods that they claim watch over them. The ssurran's oldest legends hold that their progenitors were hatched from the World Egg, which they equate with Athas herself.

They baked for aeons within the Egg, until they were ready to hatch. The Egg cracked and the first ssurrans came forth. They found a baked and burned world waiting for them and, slipping across the surface between the sand and the shadows, they began to make a home for themselves in the world their gods had prepared.

Are the ssurrans really subterranean in origin, as their tales claim? Beginnings amidst geothermal wellsprings might explain their unusual resistance to heat. Furthermore, they have no record of the Cleansing Wars and, if their stories are to be believed, they did not emerge from the world below until the devastation of those conflicts were complete.

Role-playing Suggestions: You are a child of the earth, born from its bosom and released to roam across its surface, making what you will of what you find. You have no conceits about your station in life – you deserve only that which you can earn yourself. Your tribe will care for you as you care for it, but your life is your own and no-one will care for you when the water is gone. You are a beast – nothing more, nothing less – but this is a meaningless distinction, as all creatures are beasts beneath the sun. You have a somewhat callous attitude to property rights. That which cannot be earned and kept should not be given freely.

Keep an eye open for opportunity at all times and be aware of any hidden dangers that may threaten you when you are weak. Be sure to have an escape route planned at all times, or be sure that you can devise – or buy – one at short notice, if needed. The resourceful ssurran is the long-lived ssurran.

The following game statistics apply to the ssurran player character:

- **Ability Adjustments:** +2 Strength, –1 Intelligence, –1 Charisma.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +4 natural Armour Class bonus.
- **Claws and Bite:** A ssurran can use his talons to attack twice per round for 1d8 damage and bite once per round for 1d4 damage.
- **Heat Resistance:** Ssurrans take no damage from extremes of temperature during the day and suffer only half damage from all fire-based attacks.
- **Survival Expert:** Ssurrans gain survival as a bonus non-weapon proficiency in a terrain of their choice.

Tarek

Tareks are powerful humanoids who dwell in the Athasian wilderness. Big, hairless, and smelly, these muscle-bound brutes are known for their great constitution and will to live. A tarek is so fierce in its love of life that they can continue to fight when lesser races would have succumbed to their wounds.

Deeply connected to the earth, Tareks inhabit Athas' hills and mountains and live lives of raiders and hunters, with the occasional hard-nosed trading expedition.

Personality: Tareks are violent and aggressive. They place great value in honour and physical prowess. For a tarek, strength really is a fundamental issue. The raw, competitive nature of their lives means that any given tarek must be aware of his position in the tribe at any given time – and this position is determined through physical contest.

When joining a group, it is quite normal to expect the uneducated tarek to use physical force to determine his place in things. The more cosmopolitan among the species have learned that other races sometimes take offence at this behaviour.

Physical: Tareks are big, muscle-bound and hairless bipeds. They have square, big-boned heads with sloping foreheads and massive brow ridges. Their flat noses have flared nostrils and their domed muzzles are full of sharp teeth. Their powerful arms are so long that their knuckles drag along the ground. Tareks have a distinct musky odour that can be detected as far away as 15 feet.

Tareks move with jerky, awkward strides, except when engaged in combat. Then they exhibit a style and grace usually uncommon in creatures of their size and build. To watch them engage in combat is to watch fluid motions that are as artistic as dance – unless the viewer happens to be on the receiving end of the deadly spectacle.

While tareks will use weapons, they shun armour of any sort, instead relying on their tough hides and natural combat agility to protect them. Tareks stand over 6' tall and have an average life span of 50 years.

Relations: Tarek are children of the earth and have been known to wage great wars against the gith, with whom they are in competition for territory and whom they see as defiling the earth by their very presence. They also hate elves because of their association with magic and its effect upon the earth they hold so sacred.

Many tarek communities will gladly support themselves by raiding and visitors are not welcome. Unless a group of visitors includes an obvious elemental earth cleric, the tarek will attempt to drive them away. In rare instances, members of a community will be sent out to trade with a merchant caravan, but few traders will blindly conduct business with these representatives. More often than not, such representatives are a decoy for an unseen raiding party.

Lands: Tarek gather in tribes, building small communities in the hills and mountains of the Tablelands. They hold earth to be sacred, so the

locations that they choose to settle inevitably have a spiritual significance to the tareks. They share the same lands as the gith and the tarek often find themselves in territorial conflicts with these brutal raiders.

Language: The Tarek language is much like that of the dwarves, harsh and guttural, and very fearful in tone. Non-tarek speakers have been known to suffer from throat pains after half an hour of speaking the tongue. Tareks are fiercely protective of their language and proud of the strength needed to speak it. Tarek will teach their language to others, but the pupil normally has to undergo the regular tarek method of assessment first in order to determine his worth (ie, a beating).

Tarek Society: On the surface, tarek society appears harsh and brutal, and this is not an unfair characterisation. But these hardy creatures have found ways to appreciate the savage beauty of the Athasian wilderness, and have a deep spiritual connection to the earth they so openly revere. In many ways, they are the quintessential Athasian race – domineering and brutal, yet possessed of a feral beauty of their own.

Tareks hate wizardly magic in all its forms. They go out of their way to destroy defilers, and they'll even chase away preservers who use their magic in the vicinity of a tarek community. This hatred of magic translates into a strong dislike for elves, since elves often deal in the business of spell components and have an innate love for all thing magical. Tarek raiders often attack elf tribes that wander too close to their territory as an automatic response to the probable proximity of wizardly magic.

On the other hand, tareks have a great deal of respect for all types of priestly magic. The elemental forces that hold sway over the world receive as much reverence as the violent-tempered tareks are capable of giving. However, tarek tribes tolerate only one kind of cleric in their midst – earth clerics.

Tareks respect the earth and everything connected with its elemental nature. They consider themselves to be born of the earth, and feel a kinship with the mountains and hills they choose to live among. "Solid is the tarek, strong like the earth, and numerous as the soil," sing the earth clerics of the tarek tribes.

Tarek shamans are always elemental earth clerics. These tareks constantly commune with nature, and thus live near to but outside the tarek community they're attached to. This lends them an air of mystery that helps strengthen their role in the tribe.

Tarek shamans serve as advisers to tribal chiefs and leaders, direct the spiritual life of their tribes, teach tribal legends and traditions, and act as medicine men for their communities. They also direct the rituals and ceremonies that make up much of the tribal lifestyle.

Role-playing Suggestions: Brute force is your first response to any challenge, problem, or situation that you cannot understand. You are not stupid, however, and possess a great degree of insight into the deeper meaning of life. You soon adapt to circumstances around you, choosing the most effective route to achieving your goals.

Your connection to the earth is not merely a matter of faith – it is a matter of life and death. Your people come from the deep wilderness and you know better than most how fragile that ecosystem can be. You revere the earth as the source of all life in a real and practical way, not as part of some abstract metaphysics.

You fear nothing. Death cannot stop you. You endure where others fail. Such are the gifts of the earth.

The following game statistics apply to the tarek player character:

- **Ability Adjustments:** +2 Strength, –2 Dexterity, +1 Constitution, +1 Wisdom, –2 Charisma.
- **Movement Rate:** 12.
- **Size:** Medium.
- **Natural Armour:** +3 natural Armour Class bonus.
- **Fists:** A tarek can use his fists to attack twice per round for 1d4 damage.
- **Musk:** The tarek odour means that they cannot conceal their presence from any creature within 15 feet that is able to smell them. Beyond this range, a tarek suffers a –20% chance on attempts to hide in shadows or a +2 penalty on attempts to surprise other creatures.
- **Teamwork:** When tareks fight in concert, each tarek in the group gains a +1 attack bonus for every other tarek fighting alongside them, to a maximum of +6. This attack bonus is only applied when tareks team up against a single foe or group of foes, not when each tarek in the group fights a different opponent.
- **Undying Resilience:** Tareks can continue to act until they are reduced to –10 hit points without suffering any penalties. When they take enough damage to reduce them to –10, tareks finally succumb to the damage they've sustained.

Tari

The tari are commonly referred to as ratmen by the other denizens of the Tyr region. They are small, furry humanoid scavengers, capable of thriving on food and water too polluted for humans to ingest. Hunted freely as pests, the tari are the barbaric descendants of a once thriving culture which inhabited lands to the south of the Tyr region.

Personality: The lives and attitudes of the urban and wilderness tari are quite different. Both travel in packs but their approaches to the matters of survival are disparate.

Urban tari live like scavengers, taking whatever they can get their hands on and stealing what they cannot easily get. They often approach life in a similar fashion, forming strong attachments that are easily discarded.

Wilderness tari, however, are nomads who scout for miles in all directions, seeking the best lands and competing with other races to claim them. In daily life they tend to be harsh and competitive, but given to long-lasting bonds over time.

Physical: The tari are unimpressive creatures, roughly 5 feet tall and weighing 100 pounds. They move about as bipeds, but sometimes walk on their knuckles. Their tails are about 2 feet long, used mainly for balance, and just strong enough that they can wrap it around a branch and hang from it.

Their entire bodies are covered with fine fur, usually brown, but sometimes gray, golden, or even silver, or a combination of any of these. Many tari use dyes from gyava berries to create rings or spots of colour for decoration.

Males and females alike often braid the longer hair along the back of the neck and the base of the spine and decorate these with beads or feathers.

Their mouths are filled with needle-like teeth, and to either side they have long black hairs that add to their overall rat-like appearance.

Tari seldom wear clothing, though warriors sometimes have leather jerkins or even chitin greaves. Chieftains and warriors are taller than other tari and the former are usually highly decorated with dyes, beads, and ceremonial garb.

The tari mouth produces a natural venom, so that anyone bitten by a tari runs the risk of contracting a potentially fatal disease with no known cure.

Relations: Other than the individual differences between urban and wilderness tari, the rat folk tend to avoid the other races of the Tablelands as much as possible, wherever necessary.

This isolationist behaviour is for a very simple reason. Tari are generally despised as vermin by the other races of the Tablelands and are hunted where they are found in the larger cities. It is not a child's work, but a warrior can earn a good living hunting tari, as they fetch about 8 ceramic pieces per head. Tari are also hunted for their venom glands. A single pair of tari glands can fetch anything up to 12 ceramics in the right places.

Lands: The tari once boasted a thriving culture far to the south of the Tyr region. Ythri, their legendary capital city, is now a ruin lost among the crags. Their education and knowledge was much greater than it is today, with the technology to build stone and concrete structures. What happened to their civilisation is a mystery as the tari of the Tablelands have no written history. All that remains is a collection of exaggerated myths and legends describing wondrous works.

Now the tari live wherever they can – in the underbellies of the cities, the back lots of the villages and the lost and hidden canyons in the deepest heart of the wild.

The urban tari lair is a hodgepodge of stolen finery and trash. Crates are covered with silk and linens, while pillows and rugs adorn the floors. Ratmen tend their chieftain, who wears jewels and rags the neighbourhood provides. If left alone, a tari pack can live in relative luxury, unnoticed beneath the bustling city.

Wilderness tari move their few belongings and families in triangular frames of leather and wooden poles. These frames are piled with belongings and dragged along the ground. Occasionally, tari use pack animals, such as inix or crodlu. Corralling such a beast can take an entire pack and cost many tari lives. Tari animal handlers are very rare, but can become very important to the wilderness packs.

Language: Tari have a high-pitched, squeaky language all their own. They can send and receive some signals that are beyond the human ear's ability to hear. Tari can learn other languages, namely human and elven, though the sounds of humanoid speech are difficult for them to make with their mouths.

Tari Society: The urban tari are denizens of the sewers and garbage heaps. By day they sleep beneath the filth of human society, and by night they gather food and water to keep themselves alive, but also seek out creature comforts for themselves and their chieftains. These small, furry thieves scour the city's buildings, scurrying up walls and through windows, stealing everything they can. They aren't particularly good thieves, making a lot of noise, upsetting tables and toppling chairs in their clumsy approach.

The wilderness, however, is not so kind. Wasteland tari are nomadic scavengers, scouting miles in all directions to find the richest grounds, contending with the desert's other creatures for the little food to be had.

Tari mate once per year. The females of a single pack go into heat during the conjunction of the moons, initiating the mating season. Each female gestates for six months before giving birth to a litter of 2d4 young. The baby tari rely on the mother for their nourishment for the first three months of their lives, after which they are taught to hunt and survive on their own.

Young tari require another year to gain full maturity. During that time they are taught the harsh survival skills of the wilderness or the thieving and stealth skills of the city.

Role-playing Suggestions: Urban or wilderness, the end result is the same: you are a scavenger. You live on the fringes of society, hunted as vermin, despised as a carrier of disease, and forge your life from the scraps you can find.

Your relationships function in the same way. Those who show you their trust are to be treasured like a bright gem uncovered among the refuse. Once you form a bond with someone, it takes the most heinous betrayal to break it. Failing that, you are loyal to the death.

Caution and seclusion come naturally to you, and you are unafraid of degrees of dereliction and squalor that others shun, finding much use in all manner of things discarded and forgotten by so-called finer folks.

The following game statistics apply to the tari player character:

- **Ability Adjustments:** –2 Strength, +2 Dexterity, +1 Wisdom, –1 Charisma.
- **Movement Rate:** 9.
- **Size:** Small.
- **Natural Armour:** +2 natural Armour Class bonus.
- **Bite:** A tari can use his bite to attack once per round for 1d3 damage.
- **Disease:** The bite of a tari has a 5% chance of inflicting a disease (save vs. poison to avoid) that incapacitates the victim for 1d6 hours. Three days later, the victim permanently loses 1d3 hit points per day until cured by a *cure disease* spell. Lost hit points are not restored by the cure.
- **Infravision:** Tari can see varying degrees of heat in the darkness to a distance of 120'.
- **Natural Scavenger:** Tari can eat and drink food and water that would be too spoiled or polluted for other races to stomach. Unless the food or drink is actually poisoned, tari never suffer any ill effects from its consumption.

Tohr-kreen

Tohr-kreen are large, intelligent insects, very similar to thri-kreen. Tohr-kreen build permanent settlements in the lands far to the north of the Tablelands. The most common tohr-kreen of the north are the J'ez and the J'hol. Members of both species have aggressive natures. Less common are the T'keech and Tondi, both of which are relatively non-aggressive.

Personality: J'hol and J'ez both enjoy combat, with the latter making good military leaders. J'hol are merciless and ferocious, while J'ez favour a regimented, militant approach to life. J'hol are also skilled builders, motivated as much by the desire to create as they are by the desire to make war.

T'keech are reclusive, seldom building their own settlements but being happy to integrate quietly into other kreen communities. Tondi are even less prone to combat than T'keech, and have a great love of nature, nurturing it on an almost instinctive level.

Physical: J'ez are nine feet long with black chitin and four-fingered hands. Skin stretches over their chitin and they have long antennae. J'ez also have mouths that are odd for kreen. The general arrangement is circular, and the J'ez have inward-pointing fang-like parts around the circumference of their relatively flexible mouths. Extensions reach from the sides of the mouth and help secure food to be taken in by the "fangs", which dispense the tohr-kreen's venom.

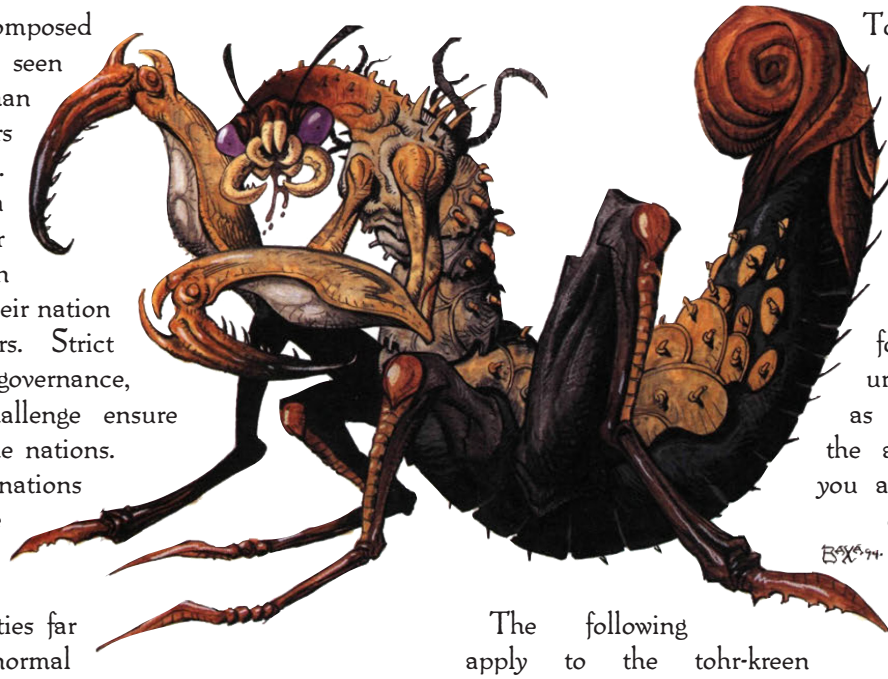
A J'hol has red chitin, three claws per hand, and large antennae. A J'hol's abdomen is small compared to other kreen – perhaps six feet in length – and the J'hol is almost humanoid in appearance. A J'hol is better built for stony barrens and rocky badlands, terrain that exists throughout most of its nation.

T'keech have green chitin, indicating that they once lived in areas where plants were common. The green is a fairly dark shade, with lighter green along the thorax and abdomen. T'keech have small abdomens and are similar in build to J'hol, reaching seven feet in length. T'keech have long antennae and four-clawed hands.

The Tondi are the most unusual of kreen. Their chitin is a mottled, pinkish-purple, and the exoskeletons of their abdomens are elaborately decorated with protrusions. When still, Tondi look like giant flowers, or outcroppings of rock crystal (found in some places in the North). Tondi have abdomens as large as those of To'ksa (up to 11 feet long), long antennae, and three-clawed hands. All Tondi are female. They reproduce by parthenogenesis, laying eggs that hatch into more females.

Relations: Relations with other races are governed by the same concerns as with thri-kreen – pack mentality, the need to establish a hierarchy and dominance, and the concept that everything is food. The chief difference is that tohr-kreen are not the roving nomadic packs of the Tablelands. Tohr-kreen have a civilisation and see the ruinous conflicts between other races as proof that these creatures are little more than uncivilised beasts.

Lands: Beyond the Jagged Cliffs lie three nations of tohr-kreen: Jeral, J'hol, and J'ez. The primary species of kreen in each of these nations is named for the nation; the species are physically distinct from one another, as noted here and in the **Campaign Guide**. Besides these three subspecies, there are three others (Tondi, T'keech, and To'ksa) that no longer have nations of their own.



Each nation is composed of several packs, seen as states rather than tribes, their leaders treated as governors. These form a clutch of their own and choose an overall leader for their nation from its members. Strict rules regarding governance, authority, and challenge ensure harmony among the nations.

North of these nations lies an empire of kreen, ruled by a hereditary emperor with abilities far beyond those of normal kreen. Rumours say the empire has huge cities built with the aid of creatures unknown in the Tyr Region.

Language: Tohr-kreen speak essentially the same language as the nomadic thri-kreen, with certain differences of dialect and vocabulary.

Tohr-kreen Society: J'ez usually live in rocky badlands and sandy wastes. Their philosophy requires them to remain combat capable. J'ez architecture and art are average, but their literature is superb.

J'hol are inclined toward building and crafting. Their cities are elaborate, with vast parks, ornate decorations, high walkways, and tall spires. Popular professions among J'hol include the psionicist and all warrior professions. Gladiators are rare among J'hol, but J'hol enjoy combat and like watching gladiatorial contests; their arenas are some of the most popular in the North. They make fine clothing and tools, and are the only kreen who routinely work metal, also crafting beautiful crystalline weapons.

Most T'keech serve as labourers in the northern tohr-kreen nations. Small clutches of T'keech are found in each nation. T'keech are almost never nomadic, but some clutches have small, independent settlements near oases. T'keech prefer to live in scrub plains and near oases, though they can be found anywhere in the North. T'keech produce quality crafts, but are seldom artists.

Tondi are skilled herbalists. There are areas of badlands in the North with outcrops of pink rock crystal, and large flowers are found in northern scrub plains. Tondi lay eggs near these flowers and adults often live among the rocky badlands or in gardens of the flowers.

Role-playing Suggestions: You follow the same urges and attitudes as a thri-kreen, with the added proviso that you are part of a larger civilisation. To you, this is simply an extended pack.

The following game statistics apply to the tohr-kreen player character:

- **Ability Adjustments:** +2 Dexterity, +1 Wisdom, –1 Intelligence, –2 Charisma.
- **Movement Rate:** 18.
- **Size:** Medium (J'hol, T'keech); Large (J'ez, Tondi).
- **Natural Armour:** +5 natural Armour Class bonus. Tohr-kreen cannot wear armour.
- **Claws and Bite:** A tohr-kreen can use his talons to attack four times per round for 1d4 damage and bite once per round for 1d4+1 damage.
- **Antennae:** A tohr-kreen's antennae reduce penalties for darkness by one point.
- **Bulky:** Tohr-kreen cannot float or climb surfaces.
- **Reduced Water:** Tohr-kreen require only one gallon of water per week when active.
- **Vulnerable to Humidity:** Tohr-kreen in humid areas risk suffering lung infections and chitin rot. Consult your DM for more detail on this.
- **Leaping:** From 3rd level, a tohr-kreen can leap 20' upwards or 50' forwards (but not backwards).
- **Poison:** From 5th level, tohr-kreen develop poisonous saliva – any creature bitten must save vs. paralysation or be paralysed; Tiny or Small creatures are paralysed for 2d10 rounds, Medium for 2d8 rounds, and Large for 1d8 rounds. Huge or Gargantuan creatures are affected for one round.
- **Chatkcha Expert:** At 5th level, tohr-kreen become proficient with the chatkcha, if not already.
- **Dodge Missiles:** From 7th level, kreen can dodge missile fire with a roll of 9 or higher on a d20.

Minimum and Maximum Ability Scores

Dark Sun characters use the racial ability requirements given here. If a character's ability scores fit all of these requirements, the character may choose that race. Consult this table **before** making any racial adjustments to ability scores.

Racial Ability Requirements

Ability	Dray 1st	Dray 2nd	Gith	Halfling	Jozhal	Lizardfolk	Nikaal	Ssurran	Tarek	Tari	Tohr-kreen
Strength	10/20	10/20	7/20	5/20	5/20	8/20	5/20	8/20	12/20	5/17	8/20
Dexterity	5/20	8/20	12/20	12/20	10/20	5/20	7/20	7/20	5/20	12/20	15/20
Constitution	8/20	5/20	10/20	5/20	5/20	8/20	7/20	7/20	10/20	7/20	5/20
Intelligence	5/17	8/20	7/20	5/20	8/20	5/17	10/20	5/20	7/20	7/20	5/20
Wisdom	5/17	7/20	7/20	7/20	8/20	5/18	10/20	7/20	8/20	8/20	5/20
Charisma	5/17	7/20	5/17	5/20	7/20	5/16	7/20	5/20	5/20	5/20	5/17

Class Restrictions and Level Limits

As an optional rule, your DM may impose restrictions on the classes available to a character, and the level to which he may advance, based on his race.

Humans are always unrestricted in level advancement or class selection. Use the optional rule on Exceeding Level Limits (presented in the **Dungeon Master's Guide**) when applying level limits.

Racial Class and Level Limits

Class	Dray 1st	Dray 2nd	Gith	Halfling	Jozhal	Lizardfolk	Nikaal	Ssurran	Tarek	Tari	Tohr-kreen
Bard	—	—	—	—	12	—	16	—	—	12	—
Cleric	16	—	12	12	12	12	14	U	14	12	12
Druid	—	—	—	12	—	16	—	18	12	—	16
Fighter	14	12	16	12	10	12	12	16	U	10	16
Gladiator	U	12	12	12	—	12	—	14	16	—	15
Psionicist	12	U	U	U	U	U	U	U	U	U	U
Ranger	14	8	—	16	14	16	—	12	12	—	12
Templar	—	18	—	—	—	—	—	—	—	—	—
Thief	12	16	14	16	16	12	12	12	—	U	—
Trader	12	12	—	—	14	12	14	16	12	14	—
Wizard	—	U	U	16*	16	—	U	14	—	14	—

* Halflings may only be illusionists.

Racial Ability Adjustments

Race	Adjustment
Dray, 1st generation	+2 Strength, +2 Constitution, –2 Intelligence, –1 Wisdom
Dray, 2nd generation	+1 Strength, +1 Constitution, +1 Intelligence, –1 Wisdom
Gith	+2 Dexterity, –2 Charisma
Halfling, renegade	–2 Strength, +2 Dexterity, –1 Constitution, +2 Wisdom, –1 Charisma
Halfling, rhul-thaun	–1 Strength, +1 Dexterity, +1 Wisdom
Jozhal	–2 Strength, +2 Dexterity, –1 Constitution, +2 Intelligence, +1 Wisdom
Lizardfolk, Marnitan	None
Nikaal	–2 Strength, +1 Intelligence, +1 Wisdom
Ssurran	+2 Strength, –1 Intelligence, –1 Charisma
Tarek	+2 Strength, –2 Dexterity, +1 Constitution, +1 Wisdom, –2 Charisma
Tari	–2 Strength, +2 Dexterity, +1 Wisdom, –1 Charisma
Tohr-kreen	+2 Dexterity, +1 Wisdom, –1 Intelligence, –2 Charisma

Height and Weight

	Height in Inches		Weight in Pounds	
Race	Base	Modifier	Base	Modifier
Dray, 1st generation	74/72	2d12	180/170	2d10
Dray, 2nd generation	76/72	2d12	170/150	3d10
Gith	78/74	2d8	160/130	3d10
Halfling	36/34	1d8	50/46	5d4
Jozhal	48/46	1d8	60/55	2d10
Lizardfolk, Marnitan	60	2d12	170	3d10
Nikaal	66/64	1d6	200	5d10
Ssurran	60/58	2d6	200	2d10
Tarek	72/70	1d8	240/200	5d20
Tari	60/58	1d12	100	2d10
Tohr-kreen*	82/82	2d4	450/450	1d20

*Tohr-kreen are 48 inches longer than they are tall. For J'hol, T'keech, and Tondi, subtract the modifier from the base instead of adding it.

Starting Age

	Starting Age		Maximum Age	
Race	Base	Variable	Base	Variable
Dray, 1st generation	12	1d4	90	+2d10
Dray, 2nd generation	15	1d10	120	+2d12
Gith	10	1d6	50	+1d10
Halfling	14	3d6	90	+4d12
Jozhal	15	2d6	120	+2d10
Lizardfolk, Marnitan	15	1d4	110	2d10
Nikaal	12	1d4	50	+1d10
Ssurran	15	1d8	80	+2d20
Tarek	12	1d6	50	+1d10
Tari	15	+1d4	90	+2d20
Tohr-kreen	6	—	25	+1d10

Aging Effects

Race	Middle Age*	Old Age**	Venerable Age***
Dray, 1st generation	45	60	90
Dray, 2nd generation	60	80	120
Gith	25	33	50
Halfling	45	60	90
Jozhal	60	80	120
Lizardfolk, Marnitan	55	73	110
Nikaal	25	33	50
Ssurran	40	53	80
Tarek	25	33	50
Tari	45	60	90
Tohr-kreen†	—	—	25

* –1 Str/Con; +1 Int/Wis upon reaching middle age
** –2 Str/Dex, –1 Con; +1 Wis upon reaching old age
*** –1 Str/Dex/Con; +1 Int/Wis upon reaching venerable age.
† –1 Str/Dex upon reaching venerable age

Individual Race Experience Point Awards

Action	Award
Dray	
Repay help given to you (first generation)	100 XP
Demonstrate your superiority (second generation)	100 XP
Gith	
Overcome a rival without combat	50 XP
Escape a confrontation without suffering harm	100 XP
Jozhal	
Steal a magic item	XP value
Hide from a superior foe	10 XP/HD
Lizardfolk, Marnitan	
Meaningful display of gratitude to Mind Lords	100 XP
React calmly to an emotional situation	250 XP
Nikaal	
Conceal your true motives from your companions	50 XP/day
Defeat a foe with your natural weapons	10 XP/HD
Ssurran	
Demonstrate how we are all beasts	250 XP
Convince a companion to join you in veneration of your deities	100 XP
Tarek	
Solve a problem with brute force	250 XP
Kill a defiler	100 XP/HD
Tari	
Form a true friendship	100 XP/HD
Find a secure bolt-hole	250 XP

Further Explanations

Dray: First generation dray, outcast by their creator, value acts of kindness. For a first generation dray, repaying such acts is deeply meaningful and deserves an experience award to reflect the sense of accomplishment that comes with demonstrating gratitude for kind treatment.

Second generation dray are aloof and condescending on the whole, and derive satisfaction from displaying this kind of behaviour. Role-playing a second generation dray accordingly helps reinforce this trait and this should receive a commensurate award.

Gith: Quintessential raiders, the gith nevertheless are deeply cowardly – this is why they choose raiding as a way of life. It's easier to prey on the weak and take what you want than to work for a living. Achieving goals without exposing yourself to risk is a key gith survival trait and should be rewarded.

Jozhal: These diminutive reptilians like nothing more than to steal magic items from the unwary – significant experience awards await those who are successful. And, when cornered (perhaps by those irate at having their items stolen), a jozhal who can hide from his foe is one who will live to tell the tale and grow from the experience earned.

Lizardfolk, Marnitan: The lizardfolk of the Last Sea owe their existence to the Mind Lords. Those who can meaningfully show this gratitude feel fulfilled by the display and deserve an experience award. Another important characteristic of the lizardfolk is the fact that they do not experience emotions in the same way as other races – portraying this cold-blooded outlook on life is a key element of role-playing this race.

Ssurran: To the ssurrans, all things are beasts, the so-called intelligent races included. Demonstrating this to your companions – or, even better, showing how their own behaviour demonstrates it – helps reinforce this aspect of ssurran personalty. Similarly, the ssurrans gain deep satisfaction from encouraging others to join them in venerating the ancient spirits that the ssurrans revere. A ssurran who is able to convince his companions to join him in worship of these entities deserves a healthy experience award.

Tarek: Tareks know that might makes right, and solving a problem though sheer force – either implied or actual – reinforces this aspect of their nature and should be rewarded. But this is secondary to the satisfaction that comes from slaying a hated defiler. Achieving such a victory is a worthy goal for any tarek and worthy of experience.

Tari: For the skittish tari, there are few things finer than finding a true friend. Most Athasians would gladly hunt the rat-folk, so forming a bond with one who values the tari should be recognised through an experience award. And, when encounters go awry, there is always the chance to escape. A tari who finds a safe place of refuge has achieved something meaningful and rewarding – an experience boost reflects this.

Rogue Skill Racial Adjustment

Skill	Dray, 1st Gen.	Dray, 2nd Gen.	Gith	Jozhal	Lizardfolk, Marnitan	Nikaal	Ssurran	Tarek	Tari
Bribe	—	—	+5%	+5%	–5%	+5%	+10%	—	–10%
Climb Walls	—	–10%	–10%	–10%	–5%	+5%	–15%	+5%	+10%
Detect Magic	—	+5%	+5%	+10%	—	—	—	+10%	—
Detect Illusion	—	—	—	+10%	+10%	—	—	+5%	—
Detect Noise	+5%	—	+5%	+5%	+5%	+5%	+5%	+5%	+10%
Escape Bonds	—	+5%	—	+5%	+5%	—	—	+5%	+5%
Find/Remove Traps	–5%	—	–5%	—	—	—	+5%	+5%	+10%
Forge Documents	—	—	—	–5%	—	—	+5%	–5%	–10%
Hide in Shadows	+10%	+5%	+5%	+10%	+5%	+10%	–5%	–20%	+10%
Move Silently	+15%	—	+5%	+5%	+5%	—	–5%	—	+10%
Open Locks	–15%	–5%	–5%	—	–5%	—	+5%	–5%	—
Pick Pockets	–10%	–5%	—	—	–5%	+5%	–10%	–5%	+5%
Read Languages	–5%	—	–10%	+5%	–5%	+10%	—	–10%	–10%
Tunnelling	—	—	—	–10%	—	–5%	—	—	+5%

Skills & Powers

The Skills & Powers rules provide a way of customising character creation. Players are no longer limited to characters whose abilities match others of the same race and class.

Character Points

The Skills & Powers rules use idea of Character Points (CPs) as a primary step in character creation. Rather than play a standard, rigidly defined character, each player has a specified number of points to customise his character. The number of CPs allotted for each character depends on the character's race and class. These points are spent on race and class abilities.

Ability Scores

Ability scores are generated as per the information given in the **Dark Sun Campaign Guide**, namely roll 6d4 and discard the lowest of the six dice to generate a single ability score. Repeat this process for all six ability scores, then assign the ability score in order of preference.

Once ability scores have been assigned, the player selects the character's race. After the selection of a race, the player then modifies the character's ability scores using the modifiers listed in the Racial Ability Adjustment table on page 44 of the **Campaign Guide**.

Character Races

All characters are provided with a specified number of character points dependent on their race. These points can be spent to customise a character from the general skill list provided for each race, or be used to purchase the race's standard abilities package.

Aarakocra

Racial Penalties

Fragile Bones: Aarakocra have light and fragile bones that allow them to fly but make them extremely vulnerable to bludgeoning weapons, Aarakocra suffer an additional 1d4 hp damage from bludgeoning weapons.

Claustrophobic: When forced to fight in an enclosed area (any area where aarakocra can't spread their wings and fly), aarakocra receive a –2 penalty to attack rolls.

Racial Abilities

Standard Abilities: Beak, claws, dive attack, natural armour.

Beak (5): The character can attack with his beak for 1d2 damage, striking at –1 to hit

Claws (5): The character can attack with both claws for 1d3 damage each.

Defiler Sense (5): The character can automatically sense defilers within a 20' radius due to the aarakocras' historically close association with nature. Defilers may prevent detection with magical spells.

Dexterity Bonus (10): The character gains +1 to their Dexterity score.

Dexterous Flying (5): The character is adept at flying and possesses a manoeuvrability class of B.

Dive Attack (5): When using a javelin, aarakocra can make a special diving attack with a +4 bonus to attack and double damage. The aarakocra must be proficient in the use of a javelin to use this bonus.

Movement Bonus (5): The character has an movement rate of 9 rather than 6 on ground.

Natural Armour (10): The character has a +3 natural Armour Class bonus due to toughened skin and rigid feather lining.

Net Bonus (5): The character gains a +1 attack bonus when using nets in combat. Nets are only effective in the hands of proficient users.

Sharper Claws (5): The character's talons are sharper than usual and cause 1d4 hp damage. The character must have Claws to choose this option.

Dray

Racial Penalties

Cold Vulnerability: Dray are vulnerable to cold-based attacks, suffering double damage from such attacks.

Light Vulnerability: All Dray suffer a –2 to attack rolls when fighting in areas of bright light such as sunlight.

Racial Abilities

Standard Abilities: Bite, claws, combat skill, heat resistance, infravision, natural armour, reduced water.

Bite (5): The character can attack with his bite for 1d4 damage.

Breath Weapon (10): Twice per day, the character can breathe a blast of super-heated sand (10' cone) causing 2d8+4 hp damage.

Claws (5): The character may attack with both claws for 1d6 damage each.

Combat Skill (5): First-generation dray receive a +1 bonus to attack and damage rolls when using their natural weapons. First-generation dray must also select wither the Bite or Claws option to gain this attack bonus.

Second-generation dray receive a +1 attack bonus with dray-crafted weapons.

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Double Mutations (5): The first-generation dray was born with more than one mutation and may roll for an additional mutation on the dray mutation table.

Dregoth's Blessing (10): On extremely rare occasions, Dregoth bestows his special blessing on a newborn second-generation dray. The character is permanently *blessed* as per the priest spell.

Heat Resistance (10): The character has a powerful resistance to heat and fire. Against all forms of fire and heat attacks, the character suffers only half damage if he fails a saving throw. The character suffers no damage on a successful saving throw.

Infravision (10): First-generation dray receive infravision up to 60'. Second-generation dray have infravision to 30'.

Mask Body Heat (5): Drawing on its cold-blooded reptilian nature, the dray can at will mask his body heat to match any background heat, thus rendering him invisible to infravision.

Natural Armour (10): The character has a natural Armour Class bonus of +3. A first-generation dray's AC might change due to subsequent mutations.

Prehensile Tail (5): The character can use his tail to pick up and carry items weighing up to two pounds. If this option is taken alongside the Tail Swipe option, the dray's tail can wield size S weapons at a –2 attack penalty.

Reduced Water (5): Dray require only 1/2 gallon of water per day when active.

Regeneration (10): The dray has a high metabolism that promotes fast healing. First-generation dray regenerate 1 hp per hour, while second-generation dray regenerate 1 hp per two hours.

Strength Bonus (10): The character gains +1 to their Strength ability score.

Tail Swipe (5): The dray can attack creatures from behind with a vicious swing from their tail. The tail attack suffers –4 to hit but causes 1d3 hp damage.

Wings (15): The character was born with large, leathery wings (extremely rare first-generation mutation), allowing an aerial movement rate of 24 with MC D. The wings' size cause ambulatory problems, reducing ground movement rate to 9.

Dwarves

Racial Abilities

Standard Abilities: Dwarven focus, dwarven resilience, infravision.

Attack Bonus (5): The character receives a +1 to hit bonus with a weapon of choice.

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Fear Bonus (5): The character gains a +2 bonus on all savong throws against magical and non-magical fear.

Dwarven Focus (10): The character receives a bonus when working toward his particular focus. This is a +1 bonus to all saving throws, a +2 bonus to all ability or proficiency checks, and a +10 to all percentile rolls.

Dwarven Resilience (10): The character gains a saving throw bonus based on his Constitution ability score as detailed in the **Dark Sun Campaign Guide**.

Character Point Allotment by Race

Race	CP Allotment
Aarakocra	25
Dray	45
Dwarf	30
Elf	50
Gith	30
Half-Elf	30
Half-Giant	15
Halfling	30
Halfling, renegade	40
Halfling, rhul-thaun	40
Human	10
Jozhal	50
Lizardfolk, Marnitan	35
Mul	20
Nikaal	35
Pterran	25
Ssurran	35
Tarek	35
Tari	30
Thri-Kreen or Tohr-Kreen	40

Great War Yell (10): Thrice per day in battle, the character can let out a thunderous battle cry that affects all beings in front of the dwarf within 20'. Beings whose Hit Dice are less than or equal to the dwarf must save vs. spells or be stunned for 1d4 rounds from the force of the yell. A victim who saves is deafened for 1d4 rounds. Beings whose Hit Dice are higher than the dwarf's are unaffected.

Infravision (10): The character gains natural infravision to 60',

Metal Sense (5): The character has an innate ability to detect metal within a 30' radius of his location once per day per level.

Natural Armour (10): The character possesses tough skin, granting a natural AC bonus of +2.

Regeneration (10): The character possesses a high metabolism which promotes fast healing. The dwarf regenerates 1 hp an hour.

Strength Bonus (10): The character gains +1 to their Strength ability score.

Thick Skin (10): The character suffers only half damage from bludgeoning weapons due to extremely thick skin and dense muscles.

Elves

Racial Abilities

Standard Abilities: Desert born, elf run, elven stealth, elven swiftness, infravision, tribal weapons.

Cold Resistance (5): The character has a greater resistance to cold, gaining a +1 to saving throws vs. magical and non-magical cold attacks.

Desert Born (5): The character never takes Constitution damage from extreme temperatures.

Dexterity Bonus (10): The character gains +1 to their Dexterity ability score.

Elf Run (10): The character adds his Constitution score to his movement points for overland travel to determine the distance he can cover in a single day before fatigue sets in.

Elven Stealth (5): In the desert, the character can move with great stealth. As a result non-elves or mixed groups suffer –4 surprise roll penalty when encountering the character alone or with other elves.

Elven Swiftness (10): The character receives a bonus to his base movement rate of 12 based on his Dexterity score as noted in the **Dark Sun Campaign Guide**.

Haggle (5): The character's cunning and entrepreneurial outlook enhances his' natural bargaining ability. An elf with this option selling an item is able to command 5-10% more for the item. Likewise, an elf buying an item is able to reduce its cost by 5-10%. If the elf is also a trader, this benefit is added to the character's fast talking ability (provided that the Fast Talk option is also chosen) but only when haggling. This bonus is also applied to the bargain proficiency.

Heat Resistance (5): The character has a greater resistance to heat, gaining a +1 bonus to saving throws vs. magical and non-magical fire and heat attacks.

Illusion Immunity (10): The character is immune to all natural illusions (eg, mirages) and first-level illusion magics.

Infravision (10): The character has natural infravision to 60'.

Kreen Enemy (5): The character's racial hatred of all kreen grants a +2 bonus to damage on attack rolls against thri-kreen, tohr-kreen and trin.

Reduced Water (10): The elf's body is extremely efficient in regulating body heat and the body's need for water. An elf with this option requires only half his daily water requirement.

Tribal Weapons (10): When using a long bow or long sword crafted by a member of his tribe, the character gains a +1 attack bonus.

Gith

Racial Abilities

Standard Abilities: Claws, infravision, natural armour, spring attack.

Bonus Wild Talent (10): The gith may roll for one extra psionic wild talent in addition to any/other wild talents the character possesses. Psionicists cannot select this option.

Claws (5): The gith can attack twice per round with his claws, dealing 1d4 damage per claw.

Dexterity Bonus (10): The character gains +1 to their Dexterity ability score.

Infravision (10): The character has natural infravision to 60'.

Movement Bonus (5): The character has a base move of 12 instead of 9.

Natural Armour (10): The character has scaly hide, granting a natural Armour Class bonus of +2.

Sharper Claws (5): The character's talons are sharper than usual and cause 1d6 hp damage. The character must have Claws to choose this option.

Spirit Blessed (10): The gith has won the blessings of the spirits of the land. Select one saving throw category – all saves of this type receive a +1 bonus.

Spring Attack (5): Gith can leap up to 20 feet in a single movement. When attacking in this fashion, they gain a +2 on their attack rolls.

Stealthy (5): In the desert, the gith can move with great stealth. As a result non-gith or mixed groups suffer –4 surprise roll penalty when encountering the character alone or with other gith.

Half-Elves

Racial Abilities

Standard Abilities: Animal companion, infravision, survival expert.

Animal Companion (15): At 5th level, a half-elf can befriend one creature as per the **Dark Sun Campaign Guide**.

Detect Lie (5/10): Half-elves distrust most societies as they are usually unfeeling if not hostile to half-breeds.

Because of their wariness when dealing with people, the character can see through many falsehoods. Once per day, the character can *detect lie* as the priest spell. The 10-point version also allows the character to cast the reverse, *undetectable lie*, once per day.

Dexterity Bonus (10): The character gains +1 to their Dexterity ability score.

Elven Swiftness (10): Elven blood runs strong in the character, granting a bonus to his base movement rate of 12 according to Dexterity score, just as elves do, as noted in the **Dark Sun Campaign Guide.**

Heat Resistance (5): Stemming from his elven ancestry, the character has inherited a greater resistance to heat, gaining a +1 bonus to saving throws vs. magical and non-magical fire and heat attacks.

Infravision (10): The character has infravision to 60'.

Racial Appearance (5): The half-elf strongly resembles the race of one parent (player chooses which one) and is able to pass as a member of that race most of the time (90% undetectable as a half-elf in a casual setting) If the half-elf comes under scrutiny, this percentage may drop at the DM's discretion. Half-elves that look elven might find acceptance with that parent's tribe.

Racial Tolerance (5): Through his greater understanding of elves and humans and by the sheer forcefulness of his personality, the half-elf is better able to overcome the natural prejudices from both elves and humans. The character receives a −4 bonus to all reaction adjustments when dealing with these races.

Survival Expert (5): The character receives the survival non-weapon proficiency free of charge at 3rd level.

Survival Terrain Bonus (5): At 5th, 7th, and 9th level the half-elf can add a bonus terrain to his survival proficiency. He must spend at least one month in the new terrain studying the area to gain the bonus terrain If the half-elf has selected Animal Companion, he can now choose an animal from one of these new terrains.

Half-Giants

Racial Penalties

Axis Alignment: One aspect of the character's alignment is fixed; the other can change each morning.

Enormous Pants: The character pays double for all equipment. Lodgings, transportation etc. are also similarly more expensive and hampered by the character's size.

Increased Water: The character requires four gallons of water per day when active.

Racial Abilities

Standard Abilities: Brutish Health

Brutish Health (15): In any class chosen, the character uses double Hit Dice rolls; when determining hit points, Any bonus for Constitution is are added after the Hit Dice are doubled (player cannot select the Hit Point Bonus option with this option).

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Hit Point Bonus (10): The character uses a single die to roll for hit points in his chosen class; however the character receives a 50% hit point bonus of the Hit Die rolled (rounded up) every time new hit points are rolled. Hit point bonuses based on high Constitution scores are added afterward.

Lessen Damage (10): The character is so large and massive that damage from smaller weapons seems like only a pin-prick or a slight irritation. As a result, weapons of size S cause only half damage (rounded down). No hit by a weapon can be reduced below 1 hp damage. Medium or larger weapons are unaffected.

Mighty Strength (10): The large mass of a half-giant's body enhances the character's natural strength. This causes any attack to be more accurate and cause more damage. The character adds a +1 to hit and +2 to damage in addition to any other Strength bonuses.

Natural Armour (10): The character possesses tough skin inherited from his giant ancestry, providing him with a natural Armour Class bonus of +3.

Psionic Resistance (15): The character receives a boon from his giant heritage providing him with a natural psionic resistance. The character receives a saving throw vs. spells against any psionic attack from all beings other than giants, half-giants, and humans. If the save is successful, the psionic attack fails.

Smashing Blow (10): In battle, a blow from a half-giant can actually knock an opponent down (size M or smaller) from the attack's force, due to the half-giant's tremendous strength, size, and weight. The character must use either fists or a bludgeoning weapon such as a club or mace to accomplish this effect. If struck in such a manner, the opponent is allowed a Dexterity check to avoid being knocked down. A downed opponent must spend their next round getting back up on his feet and suffers –2 to AC.

Strength Bonus (10): The character gains +1 to their Strength ability score.

Halflings

There are three types of halfling available: forest, renegade, and rhul-thaun. Forest halflings are the regular halflings described in the **Dark Sun Campaign Guide**; the other two are detailed in this book, in the chapter on races.

Racial Penalties

Renegade halflings only.

Fearsome Reputation: Renegade halflings suffer a +3 reaction penalty from all other creatures from outside their specific tribe.

Racial Abilities

Standard Abilities:

Forest Halflings: Expert aim, halfling resilience, reduced water, stealthy

Renegade Halflings: Expert aim, halfling resilience, psionic aptitude, reduced water, stealthy

Rhul-Thaun Halflings: Expert aim, expert climber, halfling resilience, mutation, reduced water, ritual knowledge, stealthy

Charm Immunity (10): The character's enlightened outlook on life has given them a higher wisdom and a greater insight into the surrounding world than most other peoples. As a result, the character is immune to all first-level enchantment/charm spells,

Dexterity Bonus (10): The character gains +1 to their Dexterity ability score.

Expert Aim (10): A halfling employing any type of missile weapon gains a +1 attack bonus.

Expert Climber (5): The character has an 80% chance success rate when climbing rocky inclines instead of the 40% normally given to unskilled climbers; This is a trait of the rhul-thaun, civilised halflings living on the Jagged Cliffs. Additionally, the halfling does not suffer the –15% penalty to climb walls that Athasian halflings normally suffer.

Halfling Resilience (10): The character gains a saving throw bonus based on his Constitution ability score as detailed in the **Dark Sun Campaign Guide**.

Identify Plants (5): The halfling's close contact with all of nature grants the character the ability to identify plants as per the druid ability of the same name in the **Dark Sun Campaign Guide**.

Major Life Shaping (15): The blood of the halfling runs true to his life-shaping ancestors. Once per week, the halfling can cast one of the following life-bestowing spells: *heal*, *regenerate*, or *restoration*. At 12th level, the halfling can use this life-shaping ability three times a week.

Minor Life Shaping (10): The character has inherited an ancient ability from ages ago when his people were once masters over life and life-shaping. Once per day, the halfling can heal 2 hp per level of damage to himself or one creature who is deemed worthy of healing.

At 9th level, this ability is further improved as the halfling's understanding of the forces of life become greater thus allowing the character to heal 5 hp of damage per level once per day.

Mutation (0): Only 1% of rhul-thaun possess mutations, and 90% of these have no in-game effect. If the character is in the final 10%, roll on the rhul-thaun mutations table. There is no cost for this as actually possessing a meaningful mutation is incredible rare (0.01% chance).

Pass Without Trace (5): In jungle or forest terrains, the character can *pass without trace* as per the priest spell at will.

Psionic Aptitude (10): The halfling adds +1 to their power checks when using a telepathic defence.

Reduced Water (5): Halflings require only 1/2 gallon of water per day when active.

Ritual Knowledge (5): The halfling receives the knowledge (ritual lore) non-weapon proficiency for free. This ability only applies to rhul-thaun halflings – other halflings lack the relevant cultural experience.

Stealthy (5): The character can move with great stealth. As a result non-halflings or mixed groups suffer –4 surprise roll penalty when encountering the character alone or with other halflings.

Vicious Bite (5): Acting on his carnivorous nature, the halfling has trained himself to deliver a vicious bite that tears flesh from the victim, A successful bite inflicts 1d4 hp damage. A halfling will bite only edible beings.

Humans

Racial Abilities

Standard Abilities: Background traits x2

Attack Bonus (5): The character gains a +1 attack bonus with a weapon of choice.

Bonus Hit Point (10/15): The human gains 1 additional hit point whenever new hit points are rolled, if the 10-point option is taken. The 15-point option grants two additional hit points.

Bonus Wild Talent (10): The character may roll for one extra wild talent in addition to any/other wild talents they possess. Psionicists cannot select this option.

Bonus XP (5): The character receives a 5% bonus on all experience points earned.

Damage Bonus (5): The character gains a +1 bonus to all damage caused by a weapon of choice.

Magic Blasted (10): Centuries of exposure to the twisted energies of defiling magic has had an odd effect on some humans. The character is permanently affected by a modified *detect magic* and can see the magical aura surrounding enchanted items and spell effects provided they are wizardly in origin, The character can determine whether such magic is defiler or preserver-based and is also immune to the initiative penalty incurred when in the destructive diameter of a defiler's spell.

Magic Resistance (10/15): The character possesses a minor resistance to magic. The 10-point option grants a resistance equal to 2% per level, while the 15-point option grants a resistance of 3% per level.

Natural Armour (10): The human has extremely toughened skin granting a natural AC bonus of +3.

Background Trait (5): The character may choose a human background trait from the list in the **Dark Sun Campaign Guide**.

Jozhals

Racial Abilities

Standard Abilities: Bite, camouflage, claws, magic resistance, natural armour, surprise attack

Bite (5): The character may attack with a nasty bite causing 1d6 damage.

Camouflage (10): A jozhal can change the colour of its hide by concentrating for one round. If used to hide, a Wisdom check is required to spot the jozhal.

Claws (5): The character can use his talons in combat, thus allowing two claw attacks per round. A successful attack does 1d4 damage per claw.

Defiler Sense (5): The character can automatically sense defilers within a 20' radius due to the jozhals' deep hatred for defiling and sensitivity to magic. Defilers may prevent detection with magical spells.

Detect Magic (5): Three times per day the jozhal can activate an innate ability to *detect magic*, as per the wizard spell of the same name.

Dexterity Bonus (10): The character gains +1 to their Dexterity ability score.

Dispel Magic (20): Once per day, the jozhal can activate an innate ability to *dispel magic*, as per the wizard spell of the same name.

Infravision (10): A character with this ability gains natural infravision to 60'.

Magic Resistance (15): The character has 10% magic resistance.

Natural Armour (10): The character's scaly reptilian hide grants them a natural Armour Class bonus of +2.

Sharper Claws (5): The character's talons are sharper than usual and cause 1d6 hp damage. The character must have Claws to choose this option.

Surprise Attack (5): When attacking from camouflage, the jozhal character imposes a –2 penalty on surprise rolls made by his opponents.

Lizardfolk, Marnitan

Racial Abilities

Standard Abilities: Bite, camouflage, claws, hold breath, natural armour

Bite (5): The character may attack with a nasty bite causing 1d6 hp damage.

Camouflage (10): A lizardfolk can change the colour of its hide by concentrating for one round. If used to hide, a Wisdom check is required to spot the lizardfolk.

Claws (5): The character can use his talons in combat, thus allowing two claw attacks per round. A successful attack does 1d2 hp of damage per claw.

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Fast Swimmer (5): The lizardfolk is exceptionally fast in water, gaining a swim speed of 18.

Gills (10): The lizardfolk has gills, allowing him to breathe underwater for as long as he remains submerged.

Hold Breath (5): A lizardfolk can hold his breath up to 2/3 his Constitution score in rounds (rounded up).

Infravision (10): A character with this ability gains natural infravision to 60'.

Natural Armour (10): The character's scaly reptilian hide grants them a natural Armour Class bonus of +6.

Savage Bite (5): The damage of the lizardfolk's bite increases to 1d8. The character must have the Bite option to use this ability.

Sharper Claws (5): The character's talons are sharper than usual and cause 1d4 hp damage. The character must have Claws to choose this option.

Muls

Racial Abilities

Standard Abilities: Exertion

Attack Bonus (5): The character gains a +1 attack bonus with a weapon of choice.

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Exertion (20): The character can work harder and longer before needing rest, as per the **Campaign Guide**.

Infravision (10): A character with this ability gains natural infravision to 60'.

Magic Resistance (10): As the offspring of a non-magical dwarf and a magic-capable human, the mul was born with a rare magical resistance equal to 2%/level.

Mighty Strength (15): Bred for toughness, muls possess a natural physical strength above and beyond other demihumans their own size). This strength causes all attacks to be more accurate and cause more damage. The character gains a +1 attack bonus and a +2 damage bonus in addition to any other Strength bonuses.

Popularity (5): Muls are often celebrated heroes of the arena. In the mul's home city, the character gains –2 bonus on all reaction checks. In any other Tyr region city, the character gains –1 to all reaction checks.

Regeneration (10): The character's hardy Constitution heals the character of 1 hp per every two hours.

Natural Armour (10): inherited from his dwarven side, the character possesses thick skin and dense muscles, granting a natural AC bonus of +2.

Nikaals

Racial Abilities

Standard Abilities: Acid spit, claws, natural armour, thermal scales

Acid Spit (10/20): The nikaal can spit a stream of acid once every three rounds, dealing 2d4 points of damage (save vs. breath weapon for half). With the 20 point version, the acid can be used every round.

Ancestor's Blessing (10): The nikaal is watched over by the spirit of his ancestors. He is perpetually under the effects of a *bless* spell.

Attack Bonus (5): The character gains a +1 attack bonus with a weapon of choice.

Bite (5): The character can attack once per round with his bite, dealing 1d4 damage.

Claws (5): The character can use his talons in combat, thus allowing two claw attacks per round. A successful attack does 1d4 hp of damage per claw.

Command Spirits (15): The nikaal gains the ability to turn or command undead (player's choice) as a cleric of the same level. If the nikaal is a cleric, he gains a +2 bonus on all turning rolls.

Covert Wizardry (5): The nikaal gains the spell concealment non-weapon proficiency free of charge and receives a +4 bonus on all checks when using this proficiency.

Infravision (10): A character with this ability gains natural infravision to 60'.

Natural Armour (10): The nikaal's scaly reptilian hide grants them a +2 natural Armour Class bonus.

Thermal Scales (10): The nikaal only requires 1/2 gallon of water per day when active and halves any damage due to heat stroke or cold. This ability is negated if the nikaal wears any armour. If a nikaal wears metal armour, it requires 2 gallons of water per day when active.

Pterrans

Racial Abilities

Standard Abilities: Bite, claws, desert camouflage, natural armour

Attack Bonus (5): The character receives a +1 attack bonus with any weapon created by pterrans.

Bite (5): The character may attack with a nasty bite causing 1d6 hp damage.

Claws (5): The character can use his talons in combat, thus allowing two claw attacks per round. A successful attack does 1d4 hp of damage per claw.

Desert Camouflage (5): A pterran's sandy colouration allows him to blend in with desert terrain, concealing himself from observers. In such environments, the pterran's opponents suffer a –1 penalty on surprise rolls.

Earth Mother's Blessing (10): The character has been blessed by the elemental powers of earth. If wounded, the pterran regains 5 hp after a full night's rest (instead of 1 hp) as long as the pterran sleeps on open ground. This does not include regeneration the pterran may have from a high Constitution.

Earth Mother's Unyielding Grip (5): The character can cast *Maximilian's stony grasp* once per day as per the wizard spell in **Tome of Magic**.

Earth Mother's Vigilance (5): As long as the character stands on open ground or stone, he can be surprised only on a roll of 1 on 1d10. This includes standing on the first floor of a buildings stone floor (eg, on marble tile) but not any floor above.

Earth Mother's Warning (5): The character is instantly informed by the earthen elemental powers of any defiling occurring within one mile. The character learns the direction and approximate distance from himself of where the defiling occurred.

Hearing Defence (5): The unusual structure and location of the pterran's ear organs protects them from damaging, loud noises. The character receives a +2 bonus to all saves vs. spells or natural attacks that cause harm through noise.

Life Path Bonus (5): A character who opts to dedicate himself solely to ons of the Greater Life Paths of the pterrans (choosing to be a single-class warrior, druid or psionicist) receives a +5% bonus to all XP awards.

Natural Armour (10): The character's scaly reptilian hide grants them a natural Armour Class bonus of +2.

Psionic Defence (10): Any psionic defence powers the character possesses are always considered passively "on" as a natural defence against potential attacks. This costs no PSP expenditure until after the character is attacked psionically. Once attacked, the pterran must decide which defences to "keep on" and pay the appropriate PSPs to maintain each defence until combat ends.

Ssurrans

Racial Abilities

Standard Abilities: Bite, claws, heat resistance, natural armour, survival expert

Beetle Master (10): The ssurran can turn or command insects of animal or lower Intelligence in the same way that a priest turns and commands undead, using the insect's Hit Dice to determine success.

Bite (5): The character can attack once per round with his bite, dealing 1d4 damage.

Burrow (5): The ssurran gains the ability to burrow through the earth with a burrow speed of 6.

Claws (5): The character can attack twice per round with his claws, dealing 1d8 damage per claw.

Haggle (5): The ssurran's skill as a trader allows the character to command 10% more when selling an item or reduce the cost by 10% when buying an item. If the ssurran is also a trader, this benefit is added to the character's fast talking ability when haggling (provided the Fast Talk option is also chosen) and to the bargain proficiency.

Heat Resistant (10): Ssurrans take no damage from extremes of temperature during the day and suffer only half damage from all fire-based attacks.

Natural Armour (10): The ssurran's scaly hide provides the character with a natural AC bonus of +4.

Savage Bite (10): The ssurran possesses a particularly savage bite. All attacks with the bite receive a +1 bonus to hit and deal +2 damage in addition to any other bonuses. They must have Bite to select this power.

Strength Bonus (10): The character gains +1 to their Strength ability score.

Survival Expert (5): The character receives the survival non-weapon proficiency free of charge.

Tail Swipe (5): The ssurran can attack creatures behind it with a vicious swing of its tail. The tail attack suffers −4 to hit but causes 1d3 damage.

Tareks

Racial Penalties

Musk: The tarek's odour means that they cannot conceal their presence from any creature within 15 feet that is able to smell them. Beyond this range, a tarek suffers a −20% chance on attempts to hide in shadows or a +2 penalty on attempts to surprise other creatures.

Racial Abilities

Standard Abilities: Fists, natural armour, teamwork, undying resilience.

Bite (5): The character's jaws are more powerful than normal; he can attack once per round with his bite, dealing 1d4 damage.

Constitution Bonus (10): The character gains +1 to their Constitution ability score.

Damage Resistance (15): Due to a the tarek's thick hide, the tarek reduces any damage received from physical attacks by 5 points.

Faint Musk (10): The tarek's musk is weaker than normal and does not affect his ability to conceal himself.

Fists (5): The character can attack twice per round with his fists, dealing 1d8 damage per fist.

Health Bonus (10): The character gains +1 to the Health/Constitution sub-ability score.

Infravision (10): A character with this ability gains natural infravision to 60'.

Natural Armour (10): The tarek's thick hide grants the character a natural Armour Class bonus of +3.

Strength Bonus (10): The character gains +1 to their Strength ability score.

Teamwork (10): When tareks fight in concert, each tarek in the group gains a +1 attack bonus for every other tarek fighting alongside them, to a maximum of +6. This bonus only applies when tareks team up, not when each tarek in the group fights a different opponent.

Undying Resilience (10): The tarek can continue to act until reduced to −10 hit points without penalty. When the tarek takes enough damage to reduce him to −10, he finally succumbs to damage sustained.

Tari

Racial Abilities

Standard Abilities: Bite, disease, infravision, natural scavenger.

Bite (5): The character may attack with a nasty bite causing 1d3 hp damage.

Burrow (5): The tari gains the ability to burrow through sand or loose earth. The character gains a burrow speed of 6.

Claws (5): The character may attack with both claws for 1d4 damage each.

Dexterity Bonus (10): The character gains + 1 to their Dexterity ability score.

Disease (10): The character's bite has a 5% chance of inflicting a disease (save vs. poison to avoid) that incapacitates the victim for 1d6 hours. Three days later, the victim permanently loses 1d3 hit points per day until cured by *cure disease*. Lost hit points are not restored by the cure.

Infravision (10): A character with this ability gains natural infravision to 120'.

Natural Armour (10): The character's thick fur grants them a natural Armour Class bonus of +2.

Natural Scavenger (5): The tari can eat and drink food and water too spoiled or polluted for other races. Unless the food or drink is actually poisoned, the tari never suffers any ill effects from its consumption.

Thri-Kreen and Tohr-Kreen

These options apply equally to thri-kreen and tohr-kreen – both types of kreen use the same rules.

Racial Penalties

Bulky: Thri-kreen cannot swim or float. A thri-kreen submersed in water drowns in a number of rounds equal to one-third his Constitution score. Thri-kreen understandably possess an innate fear of large bodies of water. A thri-kreen's arms cannot support its weight, preventing the kreen from climbing surfaces, trees etc.

Vulnerable to Humidity: Exposure to long-term humidity can cause serious and debilitating lung infections or cause a thri-kreen's shell to rot, possibly imposing a –2 AC penalty.

Racial Abilities

Standard Abilities: Antennae, bite, claws, dodge missiles, leaping, natural armour, poison (5-point option).

Aim Bonus (10): The character gains + 1 to the Aim/Dexterity sub-ability score.

Antennae (5): The kreen's antennae help manoeuvre through brush and grasslands in the dark, lessening the effects of darkness and blindness on melee combat by 1.

Bite (5): The character can attack once per round with his bite, dealing 1d4+1 damage.

Claws (5): The character can attack four times per round with his claws, dealing 1d4 damage per claw.

Dexterity Bonus (10): The character gains + 1 to their Dexterity ability score.

Dodge Missiles (5): At 7th level, the character can dodge missile fire on a roll of 9 or better on a 1d20. Only physical missiles can be dodged, not magical effects. Enchanted items apply a penalty to the roll for every plus of their enchantment.

Elven Predator (5): The character relishes elf flesh and always hungers for more. In combat against elves, the mantis warrior gains a +2 to hit bonus on all weapons attacks against elves. An elven predator will never accept an elf into the clutch and sees all elves as delicacies to be savoured.

Evolutionary Advance (10): Two of this character's four arms have mutated into wings, allowing flight. Winged thri-kreen fly with a movement rate of 24 and MC E. Winged thri-kreen cannot attack with their wings but can still bite if the Bite option is taken.

Hunting Bonus (5): If the thri-kreen is hunting prey for consumption, the character gains a +1 attack bonus with natural weapons.

Leaping (5): Upon reaching 3rd level, the character can jump 20' straight up or 50' forward. Thri-kreen cannot jump backward.

Natural Armour (10): The tough carapace of the character provides the mantis warrior with a natural AC bonus of +5.

Pheromone Speech (5): The thri-kreen can transmit non-verbal messages to all kreen within 20' by releasing pheromones. Such messages are limited to simple one or two-word commands such as "stay back", "prey near", "retreat", or "attack now". Kreen receiving a pheromone message are under no obligation to obey the sender. This effective means of communication can aid in coordinating attacks or strategies among friendly kreen.

Poison (5/15): At 5th level, the character develops a venomous saliva, delivered through a bite. A bitten victim must save vs. paralysation or be paralysed for a number of rounds as detailed in the **Dark Sun Campaign Guide**. If the 15-point option is taken, the thri-kreen's poisonous is also caustic and causes 2d4 hp damage in addition to its paralytic effect (successful save causes no paralysation and only half damage). The thri-kreen must have the Bite option to select this ability.

Psionic Resistance (15): The insectoid nature of the thri-kreen is more alien than most to attacking psionicists. The character receives a saving throw vs. spells against psionic attacks from non-kreen or non-insectoid beings. If this saving throw is successful, the psionic attack fails.

Quicker Movement (5): The character has a base movement of 21.

Character Classes

Each class has a standardised package of abilities found in the **Dark Sun Campaign Guide** which is also duplicated here for easy reference. Players may opt to take the standard list of skills or choose to customise their characters using the powers listed here.

More information concerning each class (experience point charts, physical descriptions, allowable weapons/armour, level limits, level limits, minimum requirements, and racial restrictions) is also found in the **Dark Sun Campaign Guide**.

Priests

Elemental Cleric Abilities

Standard Abilities: The cleric naturally has major access to his chosen elemental sphere (no CP cost) and the following abilities: Botanical enchantment, Cosmos sphere access – minor, craft magic items, craft potions and scrolls, gate element, elemental power, ignore element, minor granted powers, power conjunction, turn undead.

Armour Class Bonus (15): The priest is trained in avoiding blows. His natural Armour Class improves by one point at every even level, to a maximum of AC 18. This ability does not function if the priest wears armour or magical protective devices.

Botanical Enchantment (5): The cleric knows the secret of using a potion fruit to grow more potion fruit.

Casting Reduction (5): The cleric's spell casting time is reduced by 1. All spells still retain a minimum casting time of 1.

Cosmos Sphere Access — Minor (10): The character is granted minor access to spells from the Sphere of Cosmos.

Cosmos Sphere Bonus (5): If the character takes the Cosmos Sphere Access – Minor option, he now gains access to 4th-level spells from that sphere.

Craft Magic Items (10): The cleric learns how to craft magic items other than potions and scrolls from 12th level onwards.

Craft Potions and Scrolls (10): The cleric can enchant potion fruit and scrolls (or their equivalent), and recharge magic items when he reaches 7th level.

Detect Undead (10): Clerics can detect all undead within a path 10 feet wide by 60 feet long in front of the cleric. It takes one round for the cleric to scan a direction, and the cleric cannot attempt other actions. Clerics cannot detect undead through stone or other thick materials.

Elemental Power (15): Targets of the cleric's spells suffer the listed penalties on all saves against his magics.

Elemental Wizard Spells (10): The character has access to all wizardly magics of his chosen element. A list of wizard spells by element can be found in the **Tome of Magic** and **Spells & Magic** supplements.

Followers (5/10): By purchasing this skill, a cleric can gain followers as described in the **Player's Handbook** if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the cleric can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the **Player's Handbook** for more details on followers.

Gate Element (10/15): At 7th level, the character can gate in 1 cubic foot per level above 6th level of his chosen element as per the **Dark Sun Campaign Guide**. The 15-point option allows a priest at 7th level to gate in 1 cubic foot of his element per level possessed.

Greater Hit Points (10): The character rolls d10 for hit points.

Ignore Element (10/15): At 5th level, the character can ignore his chosen element for one round per level per day. The 15-point option allows the priest to ignore his element for one turn per level per day.

Character Point Allotment by Class

Class	CP Allotment
Cleric	90
Druid	170
Templar	110
Psionicist	90
Bard	70
Thief	65
Trader	40
Fighter	115
Gladiator	75
Ranger	70
Wizard	130

Minor Granted Powers (10): The cleric can choose a minor granted power at 3rd, 5th, 7th, 9th, and 11th level.

Power Conjunction (5): A power conjunction occurs when a cleric enters a realm where his patron element is plentiful, rich, or both. When the cleric is in conjunction, his effective level for purposes of spellcasting is increased by +2.

Sacrifice (5): A cleric with this option powers defiling magic performed in the cleric's presence with his own life force. Any time a cleric of 5th level or higher is within a defiler's magical destruction radius x 2, he may substitute his life force for the spell's energy. He loses 1 hp for every level of the defiler's spell, but the land suffers no ill effects. If he should come up short, the cleric loses all remaining hit points and whatever remains is taken from the land.

Spell Duration Increase (10): The duration of all non-instantaneous spells cast by the cleric increases by 1 round for every two experience levels possessed by the cleric.

Turn Undead (10): The cleric and can drive away or destroy undead creatures as they advance in experience levels.

Weapon Allowance (5): A cleric with this ability can choose a weapon not normally permitted to a cleric of his element. He must purchase the weapon with a weapon proficiency slot.

Weapon Specialisation (15): The cleric can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Elemental Cleric Abilities

Once a cleric reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Cosmos sphere access – major, elemental transformation, psionic enchantments.

The cleric gains an additional 80 points to purchase epic-level abilities.

Cosmos Sphere Access — Major (10): The character is granted major access to spells from the sphere of Cosmos.

Voice of Command (10): At 30th level, a cleric's words carry great authority. To use this ability, the cleric must speak loudly and clearly for a full round. Every creature within 180 feet can hear the cleric speaking unless it has been magically deafened.

Creatures that hear the cleric are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the cleric's words, only to hear them. Undead, creatures normally immune to *charms*, and creatures with Wisdom of 19 or more, are not affected. The cleric can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the **Player's Handbook**).

The cleric can also utter a *mass suggestion* to enthralled creatures, as per the 6th-level wizard spell. This affects every creature enthralled regardless with no saving throw if it is completed before the *enthrall* ends. The cleric can issue only one *mass suggestion* per use of the Voice of Command ability.

The cleric can use this ability three times per day.

Elemental Resilience (15): At 30th level, once per day, the cleric can remain active until reaching –20 hit points, functioning in this state for 20 rounds. If not healed above –10 hit points by the end of this period, the cleric dies.

During this period, the cleric is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones, or protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.

Elemental Transformation (20): When a dual-classed cleric/psionicist reaches 20th level in both classes, he can choose to abandon his human form and begin the transformation into an elemental.

Eminence (15): From 23rd level, the cleric exudes an aura of command and confidence. He receives a –4 encounter reaction bonus when acting in a friendly manner. If the cleric behaves in a threatening manner, his eminence can strike fear into those who hear his words. Creatures of less than 4 Hit Dice flee until the cleric is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear.

The ability works against all types of creatures – even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect. Once a creature has resisted the fear effect, it is not subject to fear effects from the same cleric for the rest of the day.

Creatures within 30 feet of an opposing character also using eminence are not subject to fear if the opposing character's level is equal to or higher than the character using the fear effect.

Improved Turn Undead (10): At 21st level, the cleric can turn undead multiple times within the same encounter. The character may continue to turn undead so long as prior attempts against the same group of creatures were successful. Once an attempt fails, the cleric cannot continue.

In the case of mixed groups of undead, where a single turning attempt succeeds against some creatures in the group but not others, further attempts to turn the unaffected creatures fail. Weaker creatures continue to be affected as long as attempts against them succeed.

Inner Focus (15): The cleric can concentrate for one round and marshal his elemental energies to boost his Strength, Wisdom, or Charisma for one round per level. The cleric gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration. The cleric can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The cleric can have only one boost from Inner Focus active at any given time.

Paraelement (10): At 25th level, the cleric can ignore and gate elemental material from a paraelement related to his patron element or an element related to his patron paraelement, for paraelemental clerics).

Quasielement (10): At 27th level, the cleric can ignore and gate elemental material from a quasielement related to his patron element or paraelement.

Psionic Enchantments (15): A dual-classed cleric/psionicist who reaches 20th level in both classes gains the ability to cast psionic enchantments – spells of 8th, 9th, and 10th level.

Supreme Will (10): Clerics with this skill can call upon their elemental patrons to bolster their strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a cleric can roll a Wisdom check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the cleric still gets a saving throw if one is normally allowed.

Supreme Will is effective against any effect that causes the cleric to act according to another creature's will, including all forms of *charm*, *geas*, *quest*, *fear*, *magic jar* (the invading psyche is ejected), *beguiling*, *command*, etc.

Transfer Vitality (15): Clerics with this skill can transfer physical vitality between themselves and other living creatures. The cleric transfers a small amount of his own hit points to a living creature (or vice versa). If the cleric tries to borrow hit points from an unwilling donor, an attack roll is required. The amount transferred is 1d8+2 hit points at 20th level, plus an additional 1d8+2 hit points per two levels above 20th, to a maximum of 5d8+10 at 30th level.

Transferred hit points are subtracted from the donor's total and added to the recipient's. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

The cleric can use this ability three times per day.

Druid Abilities

Standard Abilities: Alter self, beast speech, boon, botanical enchantment, conceal, cosmos sphere access – major, craft magic items, craft potions and scrolls, elemental sphere access – major, elemental sphere access – minor, hibernate, nature's power, planar travel, shapechange, vigour

Alter Self (10): From 16th level the druid can alter his physical appearance at will. The transformation is accomplished in one round. A height and weight increase or decrease of 50% is possible, with an apparent age from childhood to extreme old age. Body and facial features can resemble any humanoid. This alteration is not magical, so cannot be detected by any means short of *true seeing*.

Beast Speech (5): At 3rd level, the character can speak with animals on his guarded lands. At 7th level, they can speak with all animals regardless of location.

Bonus Spell (5): Once per day the druid can cast an *animal friendship* spell. This is a bonus spell and does not count against the druid's spell total for the day.

Boon (5): The druid gains a bonus of +2 to all saves vs. fire or electrical attacks.

Botanical Enchantment (5): The druid knows the secret of using a potion fruit to grow more potion fruit.

Conceal (5): On his guarded lands, the character can remain concealed against normal forms of detection They cannot move or cast spells while concealed.

Cosmos Sphere Access — Major (10): The character gains major access to the sphere of the Cosmos,

Craft Magic Items (10): The druid learns how to craft magic items other than potions and scrolls from 12th level onwards.

Craft Potions and Scrolls (10): The druid can enchant potion fruit and scrolls (or their equivalent), and recharge magic items when he reaches 7th level.

Defiler Knowledge (5): The Spirit of the Land immediately informs the character when and precisely where a defiler has entered the druid's guarded lands.

Elemental Spell Bonus (5): When the druid casts spells from an elemental sphere, all level-based variables (range, duration, etc.) are calculated as if the druid were one experience level higher.

Elemental Sphere Access — Major (10): The character gains major access to one elemental sphere of spells provided that the chosen element is associated with the druid's guarded lands. Note that a druid choosing Elemental Sphere Access – Minor must select an element different from the major elemental sphere.

Elemental Sphere Access — Minor (5): The character gains minor access to one elemental sphere of spells provided that the chosen element is associated with the druid's guarded lands.

Hibernate (10): At 17th level, the druid gains the ability to hibernate. His body functions slow to the point where he appears dead to a casual observer, and aging ceases. The druid is completely unconscious during hibernation, awakening at a preordained time (eg, after 20 days) or when there is a significant change in his environment (the weather turns cold, someone hits him with a stick, etc.).

Hide in Shadows (5): A druid can hide in shadows, as a ranger of the same level, in natural surroundings.

Hit Point Bonus (10): Druids with this ability use 1d10 to determine their hit points rather than 1d8.

Immunity to Disease (10): A druid with this ability is immune to natural diseases.

Magic Resistance (10): The Spirit of the Land provides the druid with a magic resistance equal to 2% per level of the druid.

Move Silently (5): A druid can move silently, as a ranger of the same level, in natural surroundings.

Mysteries of the First Circle (15): From 3rd level, the druid can identify plants, animals, pure water, and pass through desert terrain without leaving a trail at his normal movement rate.

Mysteries of the Fifth Circle (15): From 7th level, the druid is immune to *charm* spells cast by desert creatures, and can live without water or nourishment when on his guarded lands.

Nature's Power (15): Targets of the druid's spells suffer the listed penalties on all saves against his magics.

Planar Travel (10): At 17th level, a druid can enter and survive in the elemental or paraelemental plane that comprises most of his guarded lands. If two elements are equally abundant, a druid may select either one. The transference occurs at will in one round, and the druid can remain there as long as he likes. This ability also provides the means to survive and travel on that plane, and return to the Prime Material Plane at will. It does not confer similar abilities or immunities on the Prime Material Plane. At 18th level, the druid may enter and survive in another element common to his guarded lands. At 19th and 20th levels, the druid choose two other (para)elemental planes to which he may travel at will.

Plant Speech (5): The druid may *speak with plants* in his guarded lands from 5th level. From 9th level, the druid can *speak with plants* wherever he is.

Purify (5): This ability allows the character to cast one *purify food and drink* spell a day in addition to the number of spells he can normally cast.

Return to Guarded Lands (10): Once per week, the character can *teleport* back to his guarded lands from anywhere on Athas. This ability takes one round and allows only one-way travel to the guarded lands.

Sacrifice (5): A character with this option absorbs all damage caused to his guarded lands by defiling spells. This ability is always on and affects the character wherever he is on Athas. The character suffers 1 hp of damage per level of the defiling spell to be powered and can be killed by powering defiler magic in this way.

Shapechange (10): At 10th level, the character can shapechange three times per day into creatures common to his guarded lands, as per the **Dark Sun Campaign Guide.**

Strength From the Spirit (5): Once per week, the druid may draw on the strength of the Spirit of the Land to temporarily raise his Strength score to 25 for 1 turn + 1 round per level.

Templar Block (5): The character and the Spirit of the Land seek to weaken sorcerer-kings wherever possible. A templar on the druids guarded lands is effectively cut off from his sorcerer-king and cannot request new spells; The templar tan still cast any spells already prepared.

Vigour (10): From 16th level the druid gains immunity to all natural poisons, including ingested natural poisons, animal or vegetable poisons, and monster poisons, but not mineral poisons or poison gas. The druid also gains vigorous health for a person of his age and is no longer subject to the ability score adjustments for aging.

Weapon Specialisation (15): The druid can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Druid Abilities

Once a druid reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Absorb defiler damage, close guarded lands, conceal guarded lands, melding, psionic enchantments, spell mastery, summon species, summon spirit of the land, telepathy, teleport within guarded lands.

The druid gains an additional 40 points to purchase epic-level abilities.

Absorb Defiler Damage (5): The druid absorbs all damage caused to his guarded lands by defiling magic at 30th level, whenever the druid is on his guarded lands. Every 10 spell levels of defiler magic cast on guarded lands drains 1 hp from the druid. However, defiler magic will not kill him – it cannot take his last hit point. Only when the druid is that wounded will defiler magic take its normal toll on the guarded lands. Whenever defiler magic is cast on his lands, the druid receives a mental image of exactly where the spell is being cast. When not on his lands, a druid still knows that defiler magic is being cast, but not exactly where.

Close Guarded Lands (5): The druid can close his guarded lands at 28th level, creating an impenetrable dome around his domain that rises 1,000 feet higher than the highest point on the land. The druid sets the dome's appearance; it can be crossed by creatures with more Hit Dice than the druid or by those designated by the druid. The barrier works in both directions.

Conceal Guarded Lands (5): From 26th level, the druid while on his guarded lands, can cast an illusion that only he and those he designates can ignore. Creatures with more Hit Dice than the druid may save vs. spells to disbelieve. Otherwise, those on guarded lands believe in the illusion. The druid must concentrate to maintain the illusion for more than one round.

Eminence (15): From 23rd level, the druid exudes an aura of command and confidence. He receives a –4 encounter reaction bonus when acting in a friendly manner. If the druid behaves in a threatening manner, his eminence can strike fear into those who hear his words. Creatures of less than 4 Hit Dice flee until the druid is no longer in sight. More powerful creatures may save vs. spell to negate the fear. The ability works against all types of creatures – even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect. Once a creature has resisted the fear effect, it is not subject to fear effects from the same druid for the rest of the day.

Creatures within 30 feet of an opposing character also using eminence are not subject to fear if the opposing character's level is equal to or higher than the character using the fear effect.

Inner Focus (15): The druid can concentrate for one round and marshal his elemental energies to boost his Strength, Wisdom, or Charisma for one round per level. The druid gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration. The druid can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The druid can have only one boost from Inner Focus active at any given time.

Melding (20): When a dual-classed druid/psionicist reaches 20th level in both classes, he can choose to abandon his human form and begin the transformation into a spirit of the land.

Psionic Enchantments (20): A dual-classed druid/psionicist who reaches 20th level in both classes gains the ability to cast psionic enchantments – spells of 8th, 9th, and 10th level.

Spell Mastery (5): The druid gains major access to all priest spheres at 24th level, including the paraelements.

Spiritual Resilience (15): At 30th level, once per day, the druid can remain active until reaching −20 hit points, functioning in this state for 20 rounds. If not healed above −10 hit points by the end of this period, the druid dies.

During this period, the druid is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones, or protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.

Summon Species (5): The druid can summon an entire species within his guarded lands at 23rd level, as described in the **Dark Sun Campaign Guide**.

Summon Spirit of the Land (5): The druid can call upon the spirit of the land and its power at 25th level. The spirit will appear and consult or lend aid at the druid's command. A druid can never call upon the spirit without just cause, however. Any selfish reason angers the spirit, which might attack the druid instead!

Supreme Will (10): Druids with this skill can call upon the Spirit of the Land to bolster their will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a druid can roll a Wisdom check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the druid still gets a save if normally allowed.

Supreme Will is effective against any effect that causes the druid to act according to another creature's will, including all forms of *charm*, *geas*, *quest*, *fear*, *magic jar* (the invading psyche is ejected), *beguiling*, *command*, etc.

Telepathy (5): At 21st level, the druid can communicate telepathically with any creature on his guarded lands. Communication may be of any duration and over any distance. While the creature must be on the guarded lands, the druid need not be.

Teleport within Guarded Lands (5): The druid can *teleport without error* at will throughout his guarded lands at 27th level.

Transfer Vitality (15): Druids with this skill can transfer physical vitality between themselves and other living creatures. The druid transfers a small amount of his own hit points to a living creature (or vice versa). If the druid tries to borrow hit points from an unwilling donor, an attack roll is required. The amount transferred is 1d8+2 hit points at 20th level, plus an additional 1d8+2 hit points per two levels above 20th, to a maximum of 5d8+10 at 30th level.

Transferred hit points are subtracted from the donor's total and added to the recipient's. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

The druid can use this ability three times per day.

Templar Abilities

Standard Abilities: Access freeman home, access palaces and temples, accuse, apotheosis, command and judge slave, command undead, craft magic items, craft potions and scrolls, grant pardon, judge, monarch's power, recharge items, requisition funds, requisition templars, spells.

Access Freeman Home (5): At 2nd level, the character can enter the house of any freeman without being refused. If the occupants refuse, they risk the wrath of the templar and possible legal actions against them.

Access Palaces and Temples (5): At 5th level, the templar gains access to all areas of the sorcerer-kings palace and temples that were previously denied, such as libraries and council chambers. Orders forbidding access from high-level templars must be obeyed however.

Accompaniment (5): At 8th level, the character is allowed to take an accompanying person into any area that the templar has access to without being r.

Accuse (5): At 4th level, the character can accuse a freeman of disloyalty (or similar crimes) with no regard for evidence. At 10th level, the character can now accuse a noble. The accused can be locked up in the city dungeons for as long as the templar desires.

Apotheosis (15): Upon attaining 20th level, a templar's sorcerer-king bestows upon the character immortality.

The templar no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place, but bonuses still accrue. The templar cannot die of old age and is immune to disease. Only injury (magical or mundane) or a similar mishap, will end his life.

Bounty Hunt (5): For the express purpose of hunting outlaws, a templar who has requisitioned soldiers may take them out of the city for a number of weeks equal to the templar's level.

Close Establishment (5): At 5th level, the character can close any establishment or market on any charge levied. No evidence need back up this charge. The establishment shuts until the character says otherwise.

Command and Judge Slave (5): The character can order any slave to do his bidding at any time. Failure usually results in the slave's immediate execution at the templar's hands. The rank of the slave's owner is not a concern.

Command Undead (5): The character can command undead. Up to 12 undead can be commanded. A *T result means the undead automatically obey the character, while a "D" means the undead become completely subservient to the templar until turned, commanded, or destroyed.

Craft Magic Items (10): The templar learns how to craft magic items other than potions and scrolls from 12th level onwards.

Craft Potions and Scrolls (5): At 6th level, the character can create scrolls. At 8th level, the templar can create potions.

Grant Pardon (5): At 17th level, the character can pardon any condemned man. Only the sorcerer-king can nullify these pardons.

Imprison Templar (5): At 6th level, the character can order the imprisonment of any templar at least 5 experience levels beneath him. An imprisoned templar must be tried within one week or released. A released templar cannot be arrested again by the same templar more than once a year.

Judge (5): At 7th level, the character can pass judgment on a freeman. At 15th level, the character can pass judgment on a noble. The person judged must be at least two levels lower than the templar. Judgment can take any form such as torture, imprisonment, execution, etc. that the templar sees fit. No evidence is needed to support this judgment.

Legislate (5): At 7th level, the character can introduce and pass minor laws that take effect immediately. Most often, the laws benefit the templar or his associates such as a personal tax exemption, free land grant, personally assigned guards, etc. These laws are usually kept quiet and are often ruled illegal should another person of influence learn of their existence and cause a fuss.

Monarch's Power (15): Targets of the templar's spells suffer the listed penalties on all saves against his magics.

Order Public Works (5): At 9th level, the character can direct the building of a public work. The work must serve some public service, but can have secondary purposes that benefit the templar (ie, laboratory, secret hideout). The character may spend 20 times his level in gold per month in costs that go to paid labour, slaves, materials, etc. Extra gold is held over for next month's costs. Any public work that takes more than 24 months to complete is considered a drain on the city-state and is taken over by an appointee of the sorcerer-king.

Recharge Items (10): From 7th level, the templar can use the arcane laboratories of the sorcerer-king to recharge magic items.

Requisition Funds (5): At 6th level, the character can draw on city funds in gold pieces once per month. The number of gold pieces that can be drawn is equal to the templar's level times a roll of 1d10 and then again multiplied by 10.

Requisition Templars (5): At 3rd level, the character can call up to 1d4 soldiers per level at any time. These soldiers are all 1st-level templars except for one 2nd-level templar centurion. The soldiers cannot be ordered to leave the city without the express permission of the sorcerer-king.

Spells (10): The character receives major access to the sphere of Cosmos and all elemental spheres (but not paraelemental spheres) as a result of his direct link with his sorcerer-king.

Summon Templars (10): At 5th level, the character can summon 2d4 templars to assist him in some pressing matter within the city. Templars are of varying levels but are at least one level below the summoning templar. The summoned templars try their best to deal with the matter at hand but most likely flee a deadly situation rather than die.

Weapon Specialisation (15): The templar can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Psions

Psionicist Abilities

Standard Abilities: All psionicists can manifest powers as per the **Campaign Guide** at no cost, and possess the following abilities: armour use, craft power stones, craft psionic items, maintain power, mental strength, followers, psychic ingenuity, psychic power, twin power.

Armour Use (5/10): For 5 points, the psionicist can employ padded, leather, hide, or studded leather armour and small shields. As a 10-point ability, the psionicist can use the above plus scale, shell, and chitin armour and medium shields. If the psionicist does not choose this ability at all, the character can wear no armour and employ no shields whatsoever.

Bonus Psionic Power (10): The psionicist starts play with one more psionic power (of the player's choice) than his level normally would allow. The power can come from any discipline known to the psionicist.

Combat Bonus (10): The psionicist now uses the priest's attack bonus chart for physical combat.

Craft Power Stones (10): The psionicist can enchant power stones (the psionic equivalent of potions and scrolls) when he reaches 7th level.

Craft Psionic Items (10): The psionicist learns how to psionic items other than power stones from 12th level onwards.

Decreased PSP Costs (10): The psionicist's mind is very efficient, allowing the character to use PSPs more economically. The cost to manifest or maintain all psionic powers in the character's primary discipline is decreased by one. In no case can the cost be decreased to less than 1 PSP.

Followers (10): At 9th level, the psionicist attracts followers. One neophyte psionicist (1st or 2nd level) arrives each month to study at the feet of the master. If the psionicist also has a sanctuary or stronghold, he attracts a maximum number of followers equal to his Charisma. If not, the number is half this (round down). These followers will serve in any capacity the master chooses. In return, the master must spend at least 10 hours per week instructing his followers, or they will leave.

Hit Point Bonus (10): Psionicists with this ability roll d8s to determine their hit points instead of the normal d6s. They still receive only 2 hp per level after reaching 10th level, however.

Maintain Power (10): From 14th level, the psionicist can maintain one power per day without paying its maintenance cost, for a number of rounds (or hours etc.) equal to his Will Bonus.

Mental Strength (10): The psionicist gains a +2 bonus on all saving throws vs. mind-affecting magic, including all enchantment/charm spells.

Penetrating Mind (10): The psionicist's strong will enables the character to penetrate physical barriers more easily than other psionicists. Two inches of lead or iron, four inches of obsidian, or two feet of solid rock is required to block the psionicist's clairsentient and telepathic powers.

Note that most powers require line of sight to be used on a target, and this ability does nothing to negate a blocked line of sight. Further, this ability has no effect on psionic combat and does not grant immunity to magical or psychic barriers that may block psionic powers.

Psionic Attack of Choice (10): The psionicist possesses superior natural ability with one of the five telepathic psionic attacks. The psionicist gains a +1 bonus to power checks and damage rolls when using that psionic attack. The psionicist's player chooses the particular attack.

Psionic Defence of Choice (10): The psionicist has exceptional talent with one of the five telepathic psionic defences. This ability grants the psionicist a +2 bonus to the characters MAC when using that defence, which is chosen by the player.

PSP Bonus (10/15): The psionicist receives 1 bonus PSP per level. The 15-point ability notes a truly potent psionic mind and grants the psionicist 3 bonus PSPs per level.

Psychic Ingenuity (10): From 4th level, the psionicist can focus his mind to bolster himself in situations usually demanding brute force. In situations requiring a Strength, Dexterity, or Constitution check, he can make a Wisdom check instead.

Psychic Power (15): Targets of the psionicist's powers suffer the listed penalties on all saves against his powers.

Range Boost (10): The ranges of all powers in the psionicist's primary discipline are increased by 25%. Powers with ranges of 0, self, or touch are unaffected.

Twin Power (10): At 20th level, the psionicist can manifest two powers per round. He can use this ability a number of times per day equal to his Will Bonus.

Unarmed Combat Specialisation (5): The psionicist may specialise in unarmed combat, as described in **Chapter Seven: Proficiencies.**

Warrior Constitution Bonus (10): The psionicist gains bonus hit points from high Constitution scores as if the character were a warrior.

Epic-Level Psionicist Abilities

Once a psionicist reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Cerebral resilience, font of power, psychic versatility.

The psionicist gains an additional 35 points to purchase epic-level abilities.

Cerebral Resilience (10): On reaching 27th level, a psionicist gains protection from all devices, powers, and spells that influence the mind. This ability grants him a +6 bonus on all saving throws against all mind-affecting powers and effects (though the psionicist can selectively allow powers or spells to affect him). The ability even foils *limited wish*, *wish*, and similar powers when they are used to mentally influence the psionicist.

Inner Focus (15): The psionicist can concentrate for one round and marshal his energies to boost his Intelligence, Wisdom, or Charisma for one round per level. The psionicist gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a −2 penalty for the same duration. The psionicist can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The psionicist can have only one boost from Inner Focus active at any given time.

Font of Power (15): A 30th-level psionicist can produce seemingly endless PSPs once per day, for one round per point of Will Bonus. While so empowered, he can manifest any of his powers without drawing from his PSP reserve. He must still pay any maintenance costs as normal. While this ability is activated, the psionicist's psionic power protects his body, reducing all damage he suffers by half for the duration of the effect.

Psychic Versatility (10): At 24th level, each day when the psionicist meditates to regain PSPs, he may choose any one power that he does not know from any discipline and add it to his powers known for the day. This power does not count against his number of powers known.

Sage Ability (10): At 21st level, a psionicist has accumulated enough esoteric knowledge to function as a sage (see **Dungeon Master's Guide**, Chapter 12). The psionicist can answer general questions in two categories listed on table 61 in the **Dungeon Master's Guide**, but one category must be Metaphysics or Philosophy. This reflects the character's knowledge of esoteric psychic concepts. The player can choose the remaining category or the DM can assign one.

The character's base chance to answer a general question is 6 or less on 1d20, modified by the character's Insight Bonus.

At 24th level, the character can answer specific questions after acquiring 1d6 books or scrolls (or the equivalent) at a cost of 1,000 cp each.

At 27th level, the character can answer exacting questions after acquiring 1d6 additional books or scrolls (or the equivalent) at a cost of 1,000 cp each.

It is always possible for a character to discover the answer to a difficult question by consulting another character, undertaking an adventure the DM has devised, or by engaging in lengthy and expensive research.

Supreme Will (10): Psionicists with this skill can call upon their inner harmony to bolster their strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a psionicist can roll a Wisdom check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the psionicist still gets a saving throw if one is normally allowed.

Supreme Will is effective against any effect that causes the psionicist to act according to another creature's will, including all forms of *charm*, *geas*, *quest*, *fear*, *magic jar* (the invading psyche is ejected), *beguiling*, *command*, etc.

Rogues

All rogues have access to any standard rogue skill listed below provided that each skill is paid for with CPs. Each rogue receives 40 points to spend on choosing rogue skills. The initial values of each rogue skill and their descriptions are detailed in the **Dark Sun Campaign Guide**, along with modifiers based on the character's race, their Dexterity ability, and any armour that the character is wearing.

These skills can be improved as the rogue advances in level, but these improvements vary according to class. Bards and traders add nothing to their base skill values at first level; however, each time a bard or trader advances a level, the player receives 20 points to distribute among these skills (no more than 10 points can be assigned to a single skill). Thieves receive 30 points per level starting at first level and no more than 15 points can be distributed to any one skill. No skill may be raised above 95%. Since Dark Sun characters do not start at first level, all rogues have additional points dependent on their class to distribute when starting out.

Specifics on each rogue skill can be found in the **Dark Sun Campaign Guide**.

Bribe (5): The character can bribe an NPC with gifts of money or merchandise to sway the NPC's reaction.

Climb Walls (5): The character can climb smooth or vertical surfaces.

Detect Illusion (5): The character can attempt to detect whether something is an illusion.

Detect Magic (5): The character can attempt to detect the presence of magic.

Detect Noise (5): The character can hear sounds that others normally cannot.

Escape Bonds (5): The character has a chance to break out of bonds.

Find/Remove Traps (5): The character can attempt to locate and disarm traps.

Forge Documents (5): This ability allows the character to forge documents.

Hide in Shadows (5): The character can try to hide amongst the shadows.

Move Silently (5): At one-third movement rate, a rogue can attempt to move without making a noise.

Open Locks (5): The character has learned the art of lockpicking.

Pick Pockets (5): The character can attempt to pick pockets.

Read Languages (5): The character can attempt to read unknown languages.

Tunnelling (5): The character can attempt to tunnel through various types of earth and stone.

Bard Abilities

Standard Abilities: Countercharm, countersong, influence reactions, inspiration, lore, poison, poison mastery, word of power (stun).

Charm Person (10): Once per day, the bard can cast *charm person*. At 9th level, the bard can cast *charm monster* instead of *charm person*, once per day.

Charm Resistance (10): As a master of wily charms, the bard is better able to discern charming attempts against her. The bard gains a +2 on saves vs. all charm/enchantment spells and effects.

Countercharm (10): At 5th level, the bard gains the ability to disrupt mind-influencing effects. The bard can start a performance that lasts until the end of his next turn. During that time, the bard and any friendly creatures within 30 feet who can hear the bard gain +3 bonus on saving throws against *fear* or *charm*.

Countersong (10): The bard can counter sonic effects within 30 feet as long as the bard performs the counter. While doing this, the bard can perform no other action except a slow walk. If he is struck or fails a saving throw, his effort is ruined. To perform a countersong, the bard makes a saving throw vs. spell. Success means the countersong is effective and blocks the attack.

Detect Poison (10): Twice per day, the character can detect poison. The bard has a 10% chance per level to identify the precise type of poison, A second successful check lets the character know of any antidote that could counteract the poison.

Hit Point Bonus (10): Bards with this ability roll d8s to determine their hit points instead of the normal d6s. They still receive only 2 hp per level after reaching 10th level, however.

Influence Reactions (5): The bard can influence reactions as per the **Dark Sun Campaign Guide**.

Inspiration (5): The bard can inspire allies, granting a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale. The bard must spend at least three full rounds singing or reciting before the battle begins. This affects those within a range of 10 feet per level of the bard, for one round per level. The bonus increases by +1 every six levels.

Lore (5): The bard receives the knowledge (local history) proficiency for free and have a 5% chance per level to identify the general purpose of any magic item.

Musical Assault (5): The character can play a musical instrument at such an ear-rending pitch so as to cause 2d4 hp damage to all within 30'. It takes two rounds of non-stop playing to reach the painful notes, at which point the instrument has a 50% of breaking for each round of continual, agitated play. Once broken, the instrument is useless.

Poison (15): The bard is skilled with poisons, knowledgeable in their use and manufacture, as described in the **Dark Sun Campaign Guide**.

Poison Mastery (10): At 10th level, the bard can make a study of poison under the tuition of a more experienced bard, with benefits as described in the **Dark Sun Campaign Guide**.

Poison Resistance (10): The character receives a +2 bonus on all saves vs. poison.

Word of Power (Stun) (10): At 20th level, a bard can utter a *power word, stun* against a single target three times per day, with a range of 5 yards per level. The target is stunned for a duration dependent on its current hit points, as detailed in the **Dark Sun Campaign Guide**.

Weapon Specialisation (15): The bard can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Bard Abilities

Once a bard reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Advanced rogue skills, brew potions, illusions, read scrolls, scribe scrolls, word of power (blind), word of power (kill).

The bard gains an additional 70 points to purchase epic-level abilities.

Advanced Rogue Skills (10): At 21st level, the bard can add the remaining six rogue skills to his abilities.

Brew Potions (10): At 21st level, the bard can enchant potion fruits, as detailed in the **Dark Sun Campaign Guide**.

Illusions (10): The bard gains the ability to cast spells from the illusionist school when he attains 21st level, as detailed in the **Dark Sun Campaign Guide**.

Improve Dexterity (10): On gaining a new level, a bard of 21st level or higher may forego the usual 20 discretionary percentage points and instead add 1 point to his Dexterity score. A bard can raise his Dexterity score to a maximum of 21 this way. The increase is immediate and affects all aspects of play, from Armour Class and missile fire to all rogue skills.

Improved Item Identification (10): At 21st level, the bard can analyse magical items and determine something about their specific powers. For each hour a bard spends studying a magic item, the character has a 55% chance to determine a single power possessed by the item and how to activate it.

The item's exact magical bonuses and number of charges are never revealed (see the 1st-level wizard spell *identify*). The bard need not handle the item or expend any materials, the character merely examines the item closely.

Inner Focus (15): The bard can concentrate for one round and marshal his inner energies to boost his Dexterity, Intelligence, or Charisma for one round per level. The bard gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a −2 penalty for the same duration. The bard can take no other actions during the round spent concentrating. Bonuses accrued apply immediately and are lost immediately when the duration ends. The bard can have only one boost from Inner Focus active at any given time.

Magical Item Use (10): At 24th level, the bard can use wands, staves, and rods as a wizard of the same level.

Non-detection (10): From 27th level, the bard can shield himself from many types of magical divination, as the 3rd-level wizard spell of the same name. When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful Wisdom check defeats the spell or device. Even if the roll fails, the bard is still entitled to any applicable saving throws.

This skill is also effective against the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the bard can attempt an opposed Wisdom check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*.

Read Scrolls (10): From 21st level, the bard can read any wizard or priest scroll and cast the spells which are upon it. The bard can determine what spells are on the scroll just by looking at it.

Scribe Scrolls (10): From 23rd level, the bard can create scrolls, subject to all the restrictions for wizards. The bard must copy each spell from his own spell book or from another scroll he already owns. Unfortunately, bard-created scrolls tend to be less reliable than those made by wizards: the bard can only add his level beyond 20th when determining the base chance to successfully scribe the scroll.

Word of Power (Blind) (10): At 25th level, the bard can utter a *power word, blind* against a single target three times per day, with a range of 5 yards per level. The blindness can be cured by a *cure blindness* or a *dispel magic* spell. The target is rendered sightless for a duration dependent on their hit points, as detailed in the **Dark Sun Campaign Guide**.

Word of Power (Kill) (10): At 30th level, the bard can utter a *power word, kill* against a single target three times per day, with a range of 5 yards per 2 levels. If the target has 60 hit points or less, it is killed. Creatures with 61 or more hit points are unaffected.

Thief Abilities

Standard Abilities: Adaptation, backstab, evasion, fall/jump, featherfoot, patron, read scrolls.

Adaptation (10): From 3rd level, the thief does not suffer combat and initiative penalties for fighting in an unfavourable environment. If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity check to avoid falling off a ladder when struck in melee, the thief receives a +3 (or +15%) bonus to the check.

The thief cannot ignore situational movement penalties, environmental factors that are not combat-related, or conditions physically impossible to overcome.

Backstab (10): The thief can attack an opponent in melee with a vicious backstab as detailed in the **Dark Sun Campaign Guide**.

Backstab Bonus (5): A character who has chosen Backstab now attacks with a +6 to all backstab attacks.

Defensive Bonus (10): An unarmoured and unencumbered thief gains a +2 to his AC.

Evasion (10): At 7th level, the thief can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like, and other directed attacks. The thief rolls a normal save vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not normally allow a saving throw. The thief can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the thief avoids the missile with a successful save vs. breath weapon.

Fall/Jump (10): From 15th level, the thief can safely break a fall if there is a vertical surface nearby to help slow his descent, as detailed in the **Dark Sun Campaign Guide**.

Featherfoot (10): From 19th level, the thief can make his footsteps as light as a feather, moving silently and exerting very little pressure on the surface he is moving over, as detailed in the **Dark Sun Campaign Guide**.

Hit Point Bonus (10): Thieves with this ability roll d8s to determine their hit points instead of the normal d6s. They still receive only 2 hp per level after reaching 10th level, however.

Patron (10): For every level beyond 9th, the character has a 5% chance per level of attracting a patron as detailed in the **Dark Sun Campaign Guide**.

Read Scrolls (5/10): At 10th level, the character can use magical spell scrolls. There is a 25% chance that the attempt fails.

If the 10-point option of this ability is used; the thief can read scrolls at any level. With the 10-point version of the ability, the thief has a 10% chance to successfully read the scroll at 1st or 2nd level, a 20% chance at 3rd or 4th level, a 30% chance at 5th or 6th level, and an additional 10% chance per level beyond that, to a maximum of 80% at 11th level.

If the attempt fails, the spell usually backfires with often-times disastrous results.

Weapon Specialisation (15): The thief can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Thief Abilities

Once a thief reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Advanced rogue skills, illusions, improve Dexterity, non-detection, shadow travel, superior evasion.

The thief gains an additional 60 points to purchase epic-level abilities.

Advanced Rogue Skills (10): At 21st level, the thief can add the remaining six rogue skills to his abilities.

Illusions (10): The thief gains the ability to cast wizard spells from the illusion school of magic when he attains 21st level, as detailed in the **Dark Sun Campaign Guide**.

Improve Dexterity (10): On gaining a new level, a thief of 21st level or higher may forego the usual 30 discretionary percentage points and instead add 1 point to his Dexterity score. A thief can raise his Dexterity score to a maximum of 21 this way. The increase is immediate and affects all aspects of play, from Armour Class and missile fire to all rogue skills.

Inner Focus (15): The thief can concentrate for one round and marshal his elemental energies to boost his Dexterity, Intelligence, or Constitution for one round per level. The thief gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a −2 penalty for the same duration. The thief can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The thief can have only one boost from Inner Focus active at any given time.

Non-detection (10): From 27th level, the thief can shield himself from many types of magical divination, as the 3rd-level wizard spell of the same name. When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful Wisdom check defeats the spell or device. Even if the roll fails, the thief is still entitled to any applicable saving throws.

This skill is also effective against the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the thief can attempt an opposed Wisdom check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*.

Shadow Travel (10): At 30th level, the thief can move rapidly from one shadowy area to another, moving at seemingly blinding speed, as per the **Dark Sun Campaign Guide**.

Superior Evasion (10): From 23rd level, a thief takes only half damage on a failed save from attacks that would be affected by his evasion ability.

Trick Attack (15): The thief can use unorthodox and unexpected manoeuvres to achieve special results in combat. The thief makes a called shot at −8 to hit. If he hits, the target must make a saving throw or suffer the chosen effect. To remove the effect of the attack, the target must spend a round and roll an 11 or higher on a d20.

Blind: If the attack succeeds, the opponent must save vs. breath weapon or be blinded.

Immobilise: If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralysation or cease all meaningful movement.

Kill: If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to −10 instantly unless the opponent saves vs. death magic.

Stun: If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds.

The trick attack require improvisation and role-playing on the part of the player – the called shot alone is never sufficient.

Trader Abilities

Standard Abilities: Agents, fast talk, language, poison

Agents (10): At 10th level, the character attracts agents as per the **Dark Sun Campaign Guide**.

Danger Sense (5): As a master of the art of trading and dealing in sticky situations, traders are able to perceive when they are being "set-up" (8% chance per level of discerning that a set-up is underway). Set-ups can include but are not limited to: false deals where the trader is to be cheated; merchandise or given shoddy merchandise; an undercover templar trying to purchase contraband; ambushes, etc. The character does not learn how he is being set-up, only that he is being set-up.

Discern Fakes (10): The character can automatically discern precious gems and other valuables from fakes. This includes fake valuables created by magical means.

Fast Talk (5): The trader is able to fast-talk his way through deals, scams, sticky situations, etc. as per the **Dark Sun Campaign Guide**.

Hit Point Bonus (10): Traders with this ability roll d8s to determine their hit points instead of the normal d6s. They still receive only 2 hp per level after reaching 10th level, however.

Language (10): At every third level, the character learns a new language which is added to his list of proficiencies.

Poison (15): The trader is skilled with poisons, knowledgeable in their use and manufacture, as described in the **Dark Sun Campaign Guide**.

Traveling Lore (5): As a person who travels the tablelands over and over selling wares and swapping secrets, the character comes to know the ins and outs of the cities and villages he visits. Within the Tyr region or along trade-routes, the trader has a 10% chance per level of knowing (or discovering) the location of local contacts, safest contacts, closest villages, oases, rare plants and minerals, etc.

Weapon Specialisation (15): The trader can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Trader Abilities

Once a trader reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Advanced rogue skills, eminence, enchantments, golden tongue, improve Charisma, perfect morale, seneschal, troops.

The trader gains an additional 80 points to purchase epic-level abilities.

Advanced Rogue Skills (10): At 21st level, the trader can add the remaining six rogue skills to his abilities.

Diplomacy Expertise (10): The trader has become an expert at presenting an amenable appearance. Every encounter automatically starts with a Friendly reaction. Later deeds can change this, of course.

Eminence (15): From 23rd level, the trader exudes an aura of command and confidence. He receives a –4 encounter reaction bonus when acting in a friendly manner. If the trader behaves in a threatening manner, his eminence can strike fear into those who hear his words. Creatures of less than 4 Hit Dice flee until the trader is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The ability works against all types of creatures – even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove fear* spell breaks the effect. Once a creature has resisted the fear effect, it is not subject to fear effects from the same trader for the rest of the day.

Creatures within 30 feet of an opposing character also using eminence are not subject to fear if the opposing character's level is equal to or higher than the character using the fear effect.

Enchantments (10): The trader gains the ability to cast spells from the enchantment/charm school when he attains 21st level, as detailed in the **Dark Sun Campaign Guide**.

Golden Tongue (10): At 30th level, a trader's words carry great authority. To use this ability, the trader must speak loudly and clearly for a full round. Every creature within 180 feet can hear the trader speaking unless it has been magically deafened. Creatures that hear the trader are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the trader's words, only to hear them. Undead and creatures normally immune to *charm* spells, such as golems and creatures with Wisdom scores of 19 or more, are not affected.

The trader can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the **Player's Handbook**).

The trader can also utter a *mass suggestion* to creatures he has enthralled, as per the 6th-level wizard spell, except it affects every creature currently enthralled regardless of the trader's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthrall* effect ends. The trader can issue only one *mass suggestion* per use of the Voice of Command ability. The trader can use this ability three times per day.

Improve Charisma (10): On gaining a new level, a trader of 21st level or higher may forego the usual 20 discretionary percentage points and instead add 1 point to his Charisma score. A trader can raise his Charisma to a maximum of 21 this way. The increase is immediate and affects all related statistics.

Inner Focus (15): The trader can concentrate for one round and marshal his energies to boost his Intelligence, Wisdom, or Charisma for one round per level. The trader gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration.

The trader can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The trader can have only one boost from Inner Focus active at any given time.

Perfect Morale (5): From 26th level, the trader's followers, henchmen, and hirelings become fanatically loyal to the trader and never fail a morale check. Their morale is treated as 20 at all times.

Polyglot (10): The trader is so experienced with languages that he can understand and speak the language of any creature he encounters after only a few minutes of interaction.

Seneschal (10): At 21st level, the trader gains a powerful individual follower keen to work alongside him. The new follower must have been impressed by the trader's accomplishments before he attained his new level – if necessary, use the Ranger's Followers table to determine the seneschal.

Troops (10): At 21st level, the trader begins to attract troops that serve him, as described in the **Dark Sun Campaign Guide**.

Warriors

All warriors can wear all armour and are proficient with all weapons at no CP cost. If the warrior wishes to modify these abilities, he can take the optional restrictions listed below, gaining CPs in return.

Optional Restrictions

Limited Armour (+5/+10): Warriors who choose the 5-point restriction limit their armour to light armour. The 10-point restriction may be taken by warriors who decide never to wear armour. All warriors may still use shields.

Limited Weapon Selection (+5): A warrior with this restriction is proficient in only one type of weapon. The warrior receives proficiency in weapons from one weapon group only. All others must be purchased with proficiency slots or character points.

Fighter Abilities

Standard Abilities: Bravery, bypass resistance, combat dominance, commander, construct defences, danger sense, extra attacks, followers, instructor, operate war machines, weapon group expertise, weapon specialisation.

Bravery (10): From 10th level, the fighter can harness his own strength of will to resist any *fear* effect. The character is immune to any form of unnatural fear from a spell, creature, or magical item.

Bypass Resistance (10): Beginning at 11th level, a fighter using any weapon – including his bare hands – can harm creatures that are normally hit only by +1 or better magical weapons. This power is not magical and is not diminished by factors such as planar distances or effects that disrupt magic.

This ability improves as the fighter rises in level. At 15th level, a fighter can harm creatures that are hit only by +2 or better weapons. This ability increases to allow the fighter to strike creatures that require a +3 weapon at 19th level, a +4 weapon at 23rd level, and a +5 weapon at 27th level.

Combat Dominance (10): The fighter can attack once per level every round against foes with less than one Hit Die.

Commander (10): A fighter can command large numbers of troops when he reaches 6th level, as described in the **Dark Sun Campaign Guide**.

Construct Defences (10): A fighter can supervise the construction of defensive emplacements from 5th level, as described in the **Dark Sun Campaign Guide**.

Danger Sense (10): From 4th level, the fighter can make a Wisdom check to discover hidden threats, as described in the **Dark Sun Campaign Guide**.

Defence Bonus (10): The character gains a +2 AC bonus when not wearing armour.

Extra Attacks (10): The fighter gains an extra attack every other round with all melee weapons at 7th level and an extra attack every round at 13th level.

Followers (10): From 9th level, the character attracts followers, as per the **Dark Sun Campaign Guide**.

Hit Point Bonus (10): The character rolls d12 for hit points instead of d10.

Increased Movement (5): The fighter's base movement score is 15 rather than 12 (or 3 points higher, for races with base movement higher than 12).

Inspiring Leader (10): As long as the fighter is at the front of a combat, he and his compatriots gain +1 to all attack rolls and suffer no morale penalties.

Instructor (10): A fighter can teach other characters weapon proficiencies when he reaches 3rd level.

Move Silently (10): A fighter with this ability has a chance to move silently like a thief. The base chance for this ability is equal to his Dexterity score plus his level. Dexterity and armour worn modify the final score.

Operate War Machines (10): A fighter can operate and supervise the use of war machines from 4th level, including bombardment engines, crushing engines, and siege towers, as per the **Dark Sun Campaign Guide**.

Poison Resistance (5): The fighter gains a +1 bonus to all saving throws versus poison.

Spell Resistance (5): The fighter gains a +1 bonus to all saving throws versus spells.

Weapon Group Expertise (10): The fighter can gain expertise in an entire weapon group for one weapon proficiency slot

Weapon Specialisation (5): The fighter can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Fighter Abilities

Once a fighter reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Challenge, companion, elites, hardiness, improved specialisation.

The fighter gains an additional 55 points to purchase epic-level abilities.

Challenge (10): At 25th level, a fighter can issue a verbal challenge that can shake an enemy's resolve, as described in the **Dark Sun Campaign Guide**.

Companion (10): At 21st level, the fighter gains a powerful individual follower sympathetic to his cause. The new follower must have been impressed by the fighter's accomplishments before he attained his new level. The DM determines the exact follower – if necessary, use the Ranger's Followers table to determine the follower.

Death Blow (20): At 30th level, the fighter can deal a blow that can slay a foe in a single stroke. The fighter makes a single melee attack roll against any adjacent opponent that he is eligible to attack. If the attack hits, the opponent suffers normal damage and must save vs. death magic or die immediately. The opponent's defensive bonuses from protective devices (such as magical armour, *rings* or *cloaks of protection*) always apply to the save, as do any other specific bonuses for saves against death magic. Opponents with more Hit Dice/levels than the fighter are immune to the death blow, as are creatures that are not vulnerable to damage from the ranger's weapon.

Elites (10): A fighter can create entire units of elites upon reaching 21st level, as described in the **Dark Sun Campaign Guide**.

Hardiness (15): At 30th level, once per day, the fighter can remain active until reaching –20 hit points, functioning in this state for 20 rounds. If not healed above –10 hit points by the end of this period, the fighter dies.

During this period, the fighter is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones, or protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.

Improved Specialisation (10): From 21st level, a fighter can specialise in any number of weapons, paying for this as normal with weapon proficiency slots.

Inner Focus (15): The fighter can concentrate for one round and marshal his inner energies to boost his Strength, Dexterity, or Constitution for one round per level. The fighter gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration. The fighter can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The fighter can have only one boost from Inner Focus active at any given time.

Signature Item (10): The fighter can designate an item of equipment that he has regularly used for at least one level as a signature item. The item always makes its saving throws if the fighter is holding it (unless an attack kills the fighter, in which case the item must roll a save as normal). The fighter has an empathic link with the item and always knows where it is. If the item is destroyed, the fighter can designate a new one after using it for at least a level.

Signature Mount (10): The fighter can designate a mount as a signature mount, so long as it has less than 10 HD and at least 4 hp per HD. The mount receives +1 hp per level of the fighter and suffers no damage from area effect attacks if its rider saves. If the rider fails a save but survives, the mount saves for half or no damage, using the rider's saves. If the rider dies, the mount saves using its own total. The rider has a psychic link with the mount, always knowing where it is.

Whirlwind Attack (20): At 23rd level, the fighter can make a single attack roll against any adjacent opponent – if the attack hits and kills the target, the fighter can then launch a flurry of blows that deals 2d8 damage to all targets within 5 feet of the fighter, plus an additional d8 per two levels above 23rd, to a maximum of 5d8 at 29th level.

Enemies larger than the original target, or whose Armour Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armour Classes (after the +4 bonus for invisibility) are not better than the original target's.

Gladiator Abilities

Standard Abilities: Armour optimisation, combat dominance, extra attacks, followers, improved specialisation, inner focus, unarmed combat

Arena Opponent (5): The gladiator has been trained in the arena to fight one particular race of demihumans or humanoids with greater finesse, granting the gladiator a +2 to hit on all attack rolls against that race.

Armour Optimisation (10): As the gladiator advances, he learns to move and position armour so it absorbs blows better than normal. For every 5 levels of experience, the gladiator gains a +1 AC bonus, provided the gladiator is wearing some form of armour.

Combat Dominance (10): The gladiator can attack once per level every round against foes with less than one Hit Die.

Defence Bonus (10): The character is adept at fighting unarmoured, gaining a +2 AC bonus when not wearing armour.

Extra Attacks (10): The gladiator gains an extra attack every other round with all melee weapons at 7th level and an extra attack every round at 13th level.

Feign Death (5): The character has learned to fake his death arid thus hopefully end a combat without being slain. Once per day, the character can *feign death* as per the wizard spell.

Followers (10): Beginning at 9th level, the character attracts followers, as described in the **Dark Sun Campaign Guide.**

Hit Point Bonus (10): The character rolls d12 for hit points instead of d10.

Improved Specialisation (10): The gladiator can specialise in any number of weapons, paying for this as normal with weapon proficiency slots.

Inner Focus (15): From 18th level, the gladiator can concentrate for one round and marshal his inner energies to boost his Strength, Dexterity, or Constitution for one round per level. The gladiator gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration. The gladiator can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The gladiator can have only one boost from Inner Focus active at any given time.

Local Hero (5): The character is considered a hero in any city where he has fought more than five arena combats and worn The character is instantly recognised and treated as a local celebrity. Shopkeepers lower prices by 15-25% for the character to show the populace that the "city hero" prefers their stores.

Lower-class citizens follow the gladiator around the city, hoping for some display of bravado or a piece of his cloak, hair, etc. Templars and local officials turn a blind eye to minor infractions. The gladiator gains a –4 bonus to all reaction rolls in the city.

Of course, if the gladiator commits a serious crime, the populace may turn against their local hero, depending on the nature of the offense.

Patron (10): At 7th level, the characters successes in the arena have attracted the attention of a wealthy patron. The patron pays for luxurious food and lodgings for his gladiator and supplies a generous allowance (the gladiator's level in gold pieces per month), provided that the gladiator fights and wins in any city arena four times per year. Only death frees a gladiator from this obligation. A gladiator who does not live up to his end of the bargain (by continual losses or refusing to fight) is marked for assassination by the patron.

Unarmed Combat (10): The gladiator is an expert in unarmed combat. He receives a +4 to hit with all unarmed attacks and receives a +4 bonus to both CMB and CMD for the purposes of all unarmed combat.

Epic-Level Gladiator Abilities

Once a gladiator reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Death blow, whirlwind attack.

The gladiator gains an additional 40 points to purchase epic-level abilities.

Challenge (10): At 25th level, a gladiator can issue a verbal challenge that can shake an enemy's resolve, as described in the fighter entry of the same name in the **Dark Sun Campaign Guide**.

Companion (10): At 21st level, the gladiator gains a powerful individual follower sympathetic to his cause. The new follower must have been impressed by the gladiator's accomplishments before he attained his new level. The DM determines the exact follower – if necessary, use the Ranger's Followers table to determine the follower.

Death Blow (20): At 30th level, the gladiator can deal a blow that can slay a foe in a single stroke. The gladiator makes a single melee attack roll against any adjacent opponent that he is eligible to attack. If the attack hits, the opponent suffers normal damage and must save vs. death magic or die immediately.

The opponent's defensive bonuses from protective devices (such as magical armour, *rings* or *cloaks of protection*) always apply to the save, as do any other specific bonuses for saves against death magic. Opponents with more Hit Dice/levels than the gladiator are immune to the death blow, as are creatures that are not vulnerable to damage from the ranger's weapon.

Elites (10): A gladiator can create entire units of elites upon reaching 21st level, as described under the fighter entry of the same name in the **Dark Sun Campaign Guide**.

Hardiness (15): At 30th level, once per day, the gladiator can remain active until reaching –20 hit points, functioning in this state for 20 rounds. If not healed above –10 hit points by the end of this period, the gladiator dies.

During this period, the gladiator is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones, or protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.

Trick Attack (15): The gladiator can use unorthodox and unexpected manoeuvres to achieve special results in combat. The gladiator makes a called shot at –8 to hit. If he hits, the target must make a saving throw or suffer the chosen effect. To remove the effect of the attack, the target must spend a round and roll an 11 or higher on a d20.

Blind: If the attack succeeds, the opponent must save vs. breath weapon or be blinded.

Immobilise: If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralysation or cease all meaningful movement.

Stun: If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds.

The trick attack require improvisation and role-playing on the part of the player – the called shot alone is never sufficient.

Whirlwind Attack (20): At 23rd level, the gladiator can make a single attack roll against any adjacent opponent – if the attack hits and kills the target, the gladiator can then launch a flurry of blows that deals 2d8 damage to all targets within 5 feet of the gladiator, plus an additional d8 per two levels above 23rd, to a maximum of 5d8 at 29th level.

Enemies larger than the original target, or whose Armour Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armour Classes (after the +4 bonus for invisibility) are not better than the original target's.

Ranger Abilities

Standard Abilities: Animal empathy, botanical enchantment, combat dominance, extra attacks, followers, hide in shadows, species enemy, move silently, spells, style specialisation, tracking.

Animal Bond (10): With extensive training, the character has forged a unique, almost symbiotic bond with a particular animal. When fighting alongside his animal, both ranger and animal gain a +1 to all attack rolls and a +1 bonus to AC, as the two are effectively able to coordinate attacks on a primitive level. A ranger is allowed to have only one trained animal at a time.

Animal Empathy (5): When dealing with a domestic or non-hostile animal, the character can approach and befriend it automatically, as per the **Dark Sun Campaign Guide**.

Botanical Enchantment (5): The ranger knows the secret of using a potion fruit to grow more potion fruit.

Bow Bonus (5): The character gains a +1 attack bonus when using any bow.

Combat Dominance (10): The ranger can attack once per level every round against foes with less than one Hit Die.

Elemental Empowerment (10): The character's elemental spells have either a double effect or double duration – the ranger chooses which. The ranger must also select the Spells option.

Elemental Resistance (5): At 8th level, the character is rewarded by the elementals he worships and receives +2 to all saves against attacks from his chosen element.

Extra Attacks (10): The ranger gains an extra attack every other round with all melee weapons at 7th level and an extra attack every round at 13th level.

Followers (10): At 10th level, a ranger attracts 2d6 followers, as per the **Dark Sun Campaign Guide**.

Hide in Shadows (5): The ranger can hide in shadows, as per the **Dark Sun Campaign Guide**.

Move Silently (5): The ranger can move silently, as per the **Dark Sun Campaign Guide**.

Pass without Trace (5): The ranger can *pass without trace* once per day, as per the priest spell.

Speak with Animals (5): At 5th level, the ranger can *speak with animals* twice per day, as per the cleric spell.

Species Enemy (10): The ranger selects a species enemy, receiving a +4 bonus to attack rolls but suffers a +4 penalty on all encounter reactions with creatures of the hated type. The ranger actively seeks out this enemy in combat in preference to all other foes unless someone else presents a much greater danger. The ranger chooses a second species enemy at 5th level.

Spells (10): The ranger can learn cleric spells from 8th level, choosing a single elemental sphere. The ranger gains bonus spells for high Wisdom.

Style Specialisation (5): The ranger receives a free fighting style specialisation of his choice.

Tracking (5): The ranger receives the tracking proficiency for free and gains a +1 bonus per three levels to tracking rolls.

Weapon Specialisation (15): The ranger can specialise in one weapon. He must purchase the specialisation with a proficiency slot.

Epic-Level Ranger Abilities

Once a ranger reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Clerical items, scribe scrolls, scrying, slaying arrow.

The ranger gains an additional 50 points to purchase epic-level abilities.

Clerical Items (10): The ranger can use clerical scrolls or clerical magical items at 21st level. He can use any item listed without limitation.

Featherfoot (10): The ranger can make his footsteps as light as a feather, moving silently and exerting very little pressure on the surface he is moving over, as detailed under the thief ability of the same name in the **Dark Sun Campaign Guide**.

Hardiness (15): At 30th level, once per day, the ranger can remain active until reaching –20 hit points, functioning in this state for 20 rounds. If not healed above –10 hit points by the end of this period, he dies.

During this period, the ranger is immune to blindness, deafness, ability score reductions, paralysation, petrification, polymorph, energy drain, magical aging and the spells *age creature*, *antipathy*, *cause blindness/deafness*, *colour spray*, *contagion*, *energy drain*, *holy word*, *hold person*, *phantasmal killer*, *polymorph other*, and any *power word*.

This ability does not delay simple damage from any source, including continuing damage, such as from *Melf's acid arrow* or a *sword of wounding*, or special forms of physical damage, such as severed limbs or broken bones, or protect against effects that are not directly harmful, such as magical *charms*, *entanglement*, or *imprisonment*.

Inner Focus (15): The ranger can concentrate for one round and marshal his inner energies to boost his Strength, Dexterity, or Constitution for one round per level. The ranger gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a −2 penalty for the same duration.

The ranger can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The ranger can have only one boost from Inner Focus active at any given time.

Non-detection (10): From 27th level, the ranger can shield himself from many types of magical divination, as the 3rd-level wizard spell of the same name. When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful Wisdom check defeats the spell or device. Even if the roll fails, the ranger is still entitled to any applicable saving throws.

This skill is also effective against the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the ranger can attempt an opposed Wisdom check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*.

Scribe Scrolls (10): The ranger can write clerical scrolls at 24th level. He can write scrolls only for spells he already knows.

Scrying (10): At 27th level, the ranger can employ *crystal balls* and other scrying devices as a 9th-level wizard.

Slaying Arrow (20): At 30th level, the ranger can fire an arrow infused with the powers of the spirits of the land that can slay a foe in a single stroke. The ranger makes a single attack roll against any eligible opponent in range. If the attack hits, the opponent suffers normal damage and must save vs. death magic or die immediately. The opponent's defensive bonuses from protective devices (such as magical armour, *rings* or *cloaks of protection*) always apply to the save, as do any other specific bonuses for saves against death magic.

Opponents with more Hit Dice/levels than the ranger are immune to the arrow, as are creatures that are not vulnerable to damage from the ranger's weapon.

Wizards

All wizards gain the ability to cast spells at no cost. Each wizard, however, can tailor the individual schools he has access to using the system below.

Wizard Abilities

Standard Abilities: Arcane power, botanical enchantment, craft magic items, craft potions and scrolls, heighten spell, maximise spell, mind over matter, quicken spell, school access, twin wizardry.

Arcane Power (15): Targets of the wizard's spells suffer the listed penalties on all saving throws against his magics.

Armoured Wizard (10): The character may wear light armour and still cast spells.

Automatic Spells (5): When a character with this option gains access to a new level of spells (bnot character level), the character automatically gains a spell of choice from that level of spells.

Block Defiling (5): Using his special understanding of magic and its connection to all life, the character can attempt to prevent a defiler from leeching the life-force of the land by temporarily severing the defiler's ability to tap that life-force. The defiler is allowed a save vs. spells. If failed, the defiler can power spells only with his own life energy at a rate of 1 hit point per spell point for the next 24 hours. A successful save indicates that the defiler is unaffected. A wizard may attempt this once per day.

Botanical Enchantment (5): The wizard knows the secret of using a potion fruit to grow more potion fruit.

Constitution Adjustment (5): The character uses the Constitution-based hit point bonus allowed to warriors.

Craft Magic Items (10): The wizard learns how to craft magic items other than potions and scrolls from 12th level onwards.

Craft Potions and Scrolls (10): The wizard can brew potions and scribe scrolls (or craft their Athasian equivalents, potion fruit and arcane orbs) from 7th level.

Detect Magic (5): Characters purchasing this ability can *detect magic* once a day for every three levels.

Heighten Spell (10): At 8th level, the wizard can cast a spell as if he were one level higher. All spell characteristics are calculated at the higher level. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

Hide in Shadows (5): The character has learned to escape detection by hiding. The wizard can hide in shadows as a ranger of the same level.

Hit Point Bonus (10/20): The 10-point option allows the wizard to use a d6 when rolling for hit points. The 20-point option grants a d8 for hit points.

Maximise Spell (10): At 11th level, the wizard can automatically cast a spell at maximum capacity (it deals maximum damage, has maximum duration etc.). The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

Mind over Matter (10): From 4th level, a wizard can use his intellect, coupled with secrets learned studying magic, to gain an advantage in situations usually demanding brute force. In situations requiring a Strength, Dexterity, or Constitution check, he can make an Intelligence check instead.

Quicken Spell (10): At 14th level, the wizard can reduce the casting time of a spell to 1. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

Read Magic (5): characters purchasing this ability can *read magic* once a day for every 3 levels.

Sacrifice (5): A character with this option absorbs all damage caused to the land by defiling spells. This ability is always on and affects the character wherever he is on Athas. The character suffers 1 hp of damage per level of the defiling spell to be powered and can be killed by powering defiler magic in this way.

School Access (5): The wizard pays this cost to be able to cast spells from one school of magic, chosen from abjuration, alteration, conjuration/summoning, enchantment/charm, divination, illusion/phantasm, invocation/evocation and necromancy. It costs 40 points to access all schools.

Warrior Wizard (10): The character uses the rogue's attack bonus in melee.

Weapon Specialisation (15): The wizard can specialise in one weapon. He must purchase the specialisation with a proficiency slot or character points.

Epic-Level Wizard Abilities

Once a wizard reaches 20th level, he gains access to a new tier of abilities. The standard selection is: Advanced being, arcane endurance, arcane resilience, arcane versatility, psionic enchantments, and twin wizardry.

The wizard gains an additional 80 points to purchase epic-level abilities.

Advanced Being (20): When a dual-classed wizard/psionicist reaches 20th level in both classes, he can use a psionic enchantment to begin his transformation into an advanced being. The character also requires the psionic enchantments ability (see below).

Arcane Endurance (15): At 30th level, the wizard gains a permanent connection to the life energies in the world around him. His spells can no longer be disrupted by interruptions or damage.

Whenever the wizard falls below zero hit points (but not below –10 hit points), he is immediately cured of a number of hit points equal to five times his Insight Bonus.

Arcane Resilience (10): At 27th level, the wizard's spells become resilient to being dispelled. Whenever anyone tries to dispel one of the wizard's spells, they must make two successful attempts (possibly requiring multiple uses of *dispel magic* or similar).

Arcane Versatility (10): At 24th level, each day when the wizard prepares his spells for the day, he may prepare any one spell that he does not know, as if he knew it, and add it to his spells for the day. This spell does not count against his maximum number of spells known.

Inner Focus (15): The wizard can concentrate for one round and marshal his elemental energies to boost his Dexterity, Intelligence, or Wisdom for one round per level. The wizard gains +1 to the chosen score, with an additional +1 per three levels above 20, to a maximum of +3 at 29th level. The other two abilities suffer a –2 penalty for the same duration. The wizard can take no other actions during the round spent concentrating. Bonuses apply immediately and are lost immediately when the duration ends. The wizard can have only one boost from Inner Focus active at any given time.

Psionic Enchantments (15): A dual-classed wizard / psionicist who reaches 20th level in both classes gains the ability to cast psionic enchantments – spells of 10th level.

Sculpt Spell (15): At 21st level, the wizard learns how to modify all aspects of a spell, as follows:

Increase Damage: The spell can inflict an extra two dice of damage of the type normally rolled to determine the damage the spell inflicts.

Extend Duration: The spell's total duration is doubled. This applies only to the actual time a spell lasts but not to any special durations a spell may have. Spells with instantaneous durations cannot be sculpted in this manner.

Extend Range: The spell's range is doubled. If the spell has a range of touch or 0, its range cannot be extended.

It is not possible to sculpt a spell more than once. It is possible to employ a metamagic spell (such as *extension* or *squaring the circle*) or ability (such as maximise or quicken spell) to a spell that has been sculpted provided that the sculpting effect does not duplicate the metamagic spell or ability.

The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

Signature Item (10): The wizard can designate an item of equipment that he has regularly used for at least one level as a signature item. The item always makes its saving throws if the wizard is holding it (unless an attack kills the wizard, in which case the item must roll a save as normal). The wizard has an empathic link with the item and always knows where it is. If the item is destroyed, the wizard can designate a new one after using it for at least a level.

The wizard is free to have as many signature items as he is willing to pay for, but no more than one of any type of item is allowed. For example, the wizard could not have two *staffs of the magi* as signature items, but he could have a *staff of the magi*, *wand of magic missiles*, and a *rod of smiting* as signature items.

The wizard can choose items from the ring, rod, staff, wand, miscellaneous magic, and weapon categories.

Twin Wizardry (10): At 20th level, the wizard can cast two spells per round. He can begin casting the second spell on the initiative count immediately after completing the first spell. The wizard can use this power a number of times per day equal to his Intelligence Insight Bonus.

Character Kits

Kits are modifications to character classes. They are packages of descriptions, proficiencies, benefits, and hindrances that help flesh out characters. In short, the kits give adventurers background and depth.

The kits that follow are divided into sections based on race and class. Generally speaking, you cannot choose a kit that belongs to a different class or race. With your DM's permission, however, you can modify or create an existing kit to suit your character, even if it was originally intended for a different class or race.

Such exceptions notwithstanding, a player may not choose a kit that is barred to his character's class or race. In the case of multi-classed characters, if the kit is barred to any of the character's classes, he may not select that kit.

A player can have only one kit per character. Normally, kits are chosen during character creation. If, however, the character develops through play in such a way that warrants taking a kit, they may do so with the approval of the DM. The character can then adopt the kit, gaining its benefits and drawbacks.

Once a kit is chosen, the player can only later change it with the DM's permission. For example, if a character has the slave gladiator kit, and over the course of a long, successful campaign he becomes the head of a noble house, he can only assume the noble warrior kit if the DM agrees and if the character fully leaves his slave past behind him, adopting the attitudes and behaviours of his new station. Changing kits is not an easy road – people carry their legacies with them, often until death.

Aarakocra Kits

Hraak'thunn Initiate

The hraak'thunn are the mighty air elementals revered by the silvaarak aarakocra of Winter Nest. The shamans of the silvaarak lead their people in great ceremonies dedicated to these creatures. Aarakocra who are deeply drawn to worship of the air elementals study beneath the wings of these shamans, learning deep lore under their tutelage.

A hraak'thunn initiate has been taught the secrets and rituals of the mighty elementals of the air. Their study of this ancient lore has taught them self-improving rites of savage grace and wild passions, secrets that have been handed down since the earliest times of the aarakocran tribes.

Hraak'thunn initiates are not necessarily priests, although many go on to follow the clerical life. They are simply aarakocra with devout beliefs who have immersed themselves in the lore of their tribe. They believe deeply in the sanctity of the elements, and in the element of air in particular.

For this reason, many hraak'thunn initiates leave Winter Nest and travel the Tablelands in order to experience more of the vast heavens that the elementals call home. Some also adopt an evangelical approach, spreading worship and reverence of the hraak'thunn to all who will listen – and many who will not.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Expression (singing), navigation, omen reading, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Expression (dancing), knowledge (religion).

Equipment: Hraak'thunn initiates can use any weapon suited to their class. Those who are not air clerics sometimes choose the weapons favoured by that class (bow, blowgun, sling, or spear).

Special Benefits

Sacred Ritual: Hraak'thunn initiates learn several rituals that grant them blessings from the air elementals. The rituals require a four-hour trance followed by an hour of sacred rites, and can be performed once per day. Each time the initiate performs the ritual, he chooses one benefit from the following list:

Cloud Blessing: The initiate performs a slow, deliberate series of dances and gains +1 on all saving throws for one day.

Sirocco Dance: The initiate engages in a carefree, energetic dance and receives a +4 bonus on all expression (dancing) and acrobatics non-weapon proficiency checks for one day.

Tempest Sword: The initiate performs a war dance, extolling the virtues of the aarakocra and enumerating the evils of their enemies. When fighting two specific races, the initiate gains +1 on damage rolls with melee attacks and with ranged attacks with ranges of up to 30 feet. The races are chosen when the character first takes this kit and cannot be changed.

Special Hindrances

Religious Intolerance: Hraak'thunn initiates have dedicated their lives to the air elementals. They can never benefit from granted powers or spells cast by clerics of elements other than air. If they do, the initiate loses the ability to perform the sacred rituals until they seek atonement from a hraak'thunn shaman.

Wealth Options: Standard.

Silvaarak Envoy

The silvaarak aarakocra of Winter Nest in the White Mountains are rarely found in the Tyr Region, although many of the young bird-people have begun to explore the world beyond their mountain sanctuary. These adventurous silvaarak believe that the time has come for Winter Nest to take part in the affairs of the world. What impact the silvaarak will have on Athas now that a significant portion of their community has abandoned their isolationist ways has yet to be seen.

The silvaarak envoy is an aarakocra who has set forth from Winter Nest to explore and integrate with the wider world. In some cases, these envoys are merely young, ambitious aarakocra who desire to see more of Athas and learn from their experiences abroad. They are enthusiastic, unafraid, and determined to embrace the experiences offered by a life outside Winter Nest.

In other cases, silvaarak envoys are exactly that – envoys and ambassadors from the ruler of Winter Nest, sent abroad to carry the good will of the silvaarak to other communities and discover what those communities have to offer Winter Nest in return. These envoys are diplomats, couriers, emissaries, and legates of the aarakocra. Others are traders, who wish to develop fresh trade routes for the aarakocra, to the benefit of their home.

Silvaarak envoys embody the open-mindedness of Winter Nest. Less xenophobic than other aarakocran settlements, and unwilling to stoop to raiding as a way of life, the silvaarak hope to demonstrate their good intentions by example. Their envoys are usually the first silvaarak that others encounter. It is important, therefore, that these envoys show themselves in the best possible light.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Bargain, bureaucracy, knowledge (local history), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, information gathering, navigation.

Equipment: Silvaarak envoys travel lightly, but must carry enough equipment to be self-sufficient, as they expect to be away from Winter Nest for some time. They prefer to convert excess coinage into gems for ease of transport, although this puts them at risk of robbery.

Special Benefits

Honoured Visitor: A silvaarak envoy can draw upon their semi-official status as an emissary to request hospitality at any settlement the envoy visits. Assuming that the inhabitants of the settlement are not hostile or otherwise disinclined to provide hospitality, the silvaarak envoy will receive free room and board for up to one week. The envoy can take advantage of this hospitality no more than once a month in any given settlement.

Lodgings will be of good quality – comfortable but not luxurious – unless the settlement can only offer poor accommodation. In such a case, the aarakocra's hosts will do their best to make the envoy as welcome as possible.

Skilled Diplomat: The silvaarak envoy can attempt to influence the reactions of NPCs they encounter, much like a bard does. Assuming combat has not broken out, the envoy can address the NPCs verbally for one round, attempting to affect how they see the envoy. The NPCs must save vs. paralysation – if the saving throw fails, the NPCs' reaction can be shifted one level, toward either the Friendly or Hostile end of the scale, at the player's option. Those who make the saving throw have their reaction shifted by one category in the opposite direction to that desired by the envoy.

If the envoy is a bard and already possesses this ability, they impose an additional –1 penalty on the NPCs' saving throws whenever the bard uses their Influence Reactions ability.

Special Hindrances

Easy Mark: Silvaarak envoys run the risk of being targeted by pickpockets, muggers, and other unsavoury types. Whenever the envoy visits a new settlement, there is a chance that they will be the target of an attempted theft or assault. The chance is 1 in 10 for a village, 2 in 10 for a town, and 3 in 10 for a city. Roll once per visit.

Too Trusting: The open-minded attitudes of the silvaarak envoy mean that they are particularly susceptible to attempts to influence their mental state. Whenever the silvaarak envoy is the target of an enchantment or charm spell, they make all saving throws at a –2 penalty. This is simply the price that an envoy pays for taking an optimistic approach in a world like Athas.

Wealth Options: Standard.

Sky Raider

Not all aarakocra are as open-minded and respectful of others as the silvaarak of Winter Nest. Most aarakocra tribes in the Tablelands are territorial, even xenophobic, and turn to raiding as a way of life. These aarakocra are feared by groundling races, swooping down from the skies to wreak havoc on their victims, before flying away to enjoy the spoils of their predation in lofty aeries.

The sky raider is an aarakocra who is specialised in aerial combat – specifically, attacking groundling races and making the most of the aarakocran superiority afforded by flight. Sky raiders form part of many aarakocran assault wings and bandit groups, but are also found in more regimented forces. Even the silvaarak of Winter Nest use troops with abilities akin to sky raiders for the defence of their home.

Sky raiders are often willing to work as mercenaries and join adventuring parties as a way of gaining wealth and increasing their combat prowess. They struggle with large cities, moreso than most aarakocra, but are very much at home in the open wastes and in the peaks of the mountains that span the Tablelands. For an aarakocran sky raider, being aloft is the finest way to live, equalled only by the thrill of combat with those unable to match the aarakocra in their native environment.

All sky raiders are particularly leery of bludgeoning weapons. Although aarakocra take increased damage from such weapons, they affect sky raiders, whose bones are more fragile than normal more severely. This fragility is due to the increased amount of time sky raiders spend aloft, soaring the thermals and honing their airborne assault techniques. For this reason, few sky raiders allow themselves to come with range of melee attacks.

Recommended Weapons: Missile weapons are highly favoured by sky raiders, because they allow the aarakocra to attack without being exposed to melee attacks from their targets. Javelins and spears are also popular because they work well with the aarakocran dive attack.

Recommended Non-weapon Proficiencies: Intimidation, navigation, survival.

Bonus Weapon Proficiencies: The sky raider receives one free fighting style specialisation from a style of their choice.

Bonus Non-weapon Proficiencies: None.

Equipment: Sky raiders start play with a single bone weapon of their choice, at no cost, that can be used with their bonus fighting style.

Special Benefits

Air Superiority: When attacking a target who cannot fly, the sky raider can make an attack pass every round (instead of every two rounds, as is normal for aarakocra) and receives a +1 to hit and damage. This is in addition to the normal +1 to hit for attacking from elevation.

Special Hindrances

Increased Fragility: Sky raiders have even more fragile bones than normal aarakocra, due to the increased amount of time they spend aloft, practising their aerial superiority. All bludgeoning weapons automatically deal maximum damage to the sky raider. Add 1d4 damage to this, as is usual for all aarakocra.

Wealth Options: Standard.

Tested Devotee

The hraak'thunn air elementals worshipped by the silvaarak of Winter Nest have a close relationship with the aarakocra of that tribe – and none are closer to the elementals than the tested devotees.

Tested devotees are followers of the hraak'thunn – usually clerics of elemental air – who have willingly surrendered themselves to the elementals in order to receive their blessings. The tested devotee has flown to the highest peaks of the White Mountains, been tested by the greatest of the hraak'thunn, and has emerged with great insight.

The process of the Testing grants devotees intense inner calm, but it also instils in them an aloofness many find off-putting, marking them as forever changed. The devotees see the world as it is meant to be seen, know the things that were meant to be known, and their destiny is forevermore intertwined with that of the aarakocran race.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Expression (dancing, singing), navigation, omen reading, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation, knowledge (religion).

Equipment: Tested devotees can only use weapons suited to air clerics (bow, blowgun, sling, or spear).

Special Benefits

Elemental Blessing: Tested devotees learn prayers that grant them blessings from the air elementals. The prayers take three hours and can be performed once per day. Each time the devotee performs the prayer, he chooses one blessing from the following list:

Aerial Alacrity: The devotee calls upon the hraak'thunn to guide his flight. The devotee's fly speed and manoeuvrability increase to 42 (B) for one hour.

Chill Blood: The hraak'thunn imbue the devotee with the chill of the snows around Winter Nest. For one day, the devotee takes no damage from heat stroke.

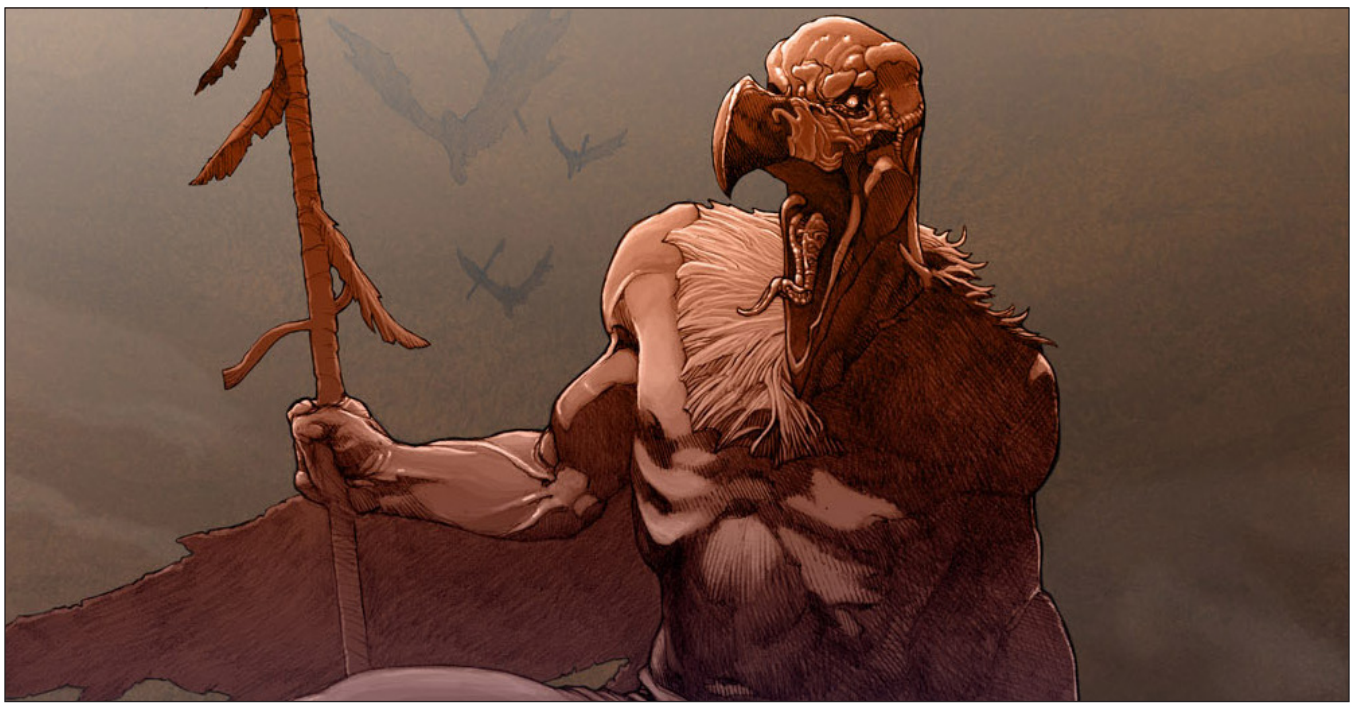
Gift of Prophecy: The hraak'thunn have granted the ability to communicate with their agents. Once per day, while in trance, the devotee can cast the *commune* spell. The devotee must be 7th level to use this blessing.

Gift of Sight: The devotee sees the world as it truly is. Once per day, the devotee can cast *true seeing*. The devotee must be 9th level to use this blessing.

Special Hindrances

Uncanny Aura: Tested devotees suffer a +3 reaction penalty and reactions to them can never improve beyond Indifferent. They can never receive discounts on purchased goods, nor can they avoid taxes and tolls.

Wealth Options: Standard.



Dray Kits

Kalin Rider

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Oversized, glowing eyes jut out over tremendous mandibles that can snap a dray in half. Dwelling in the depths beneath the ruins of Giustenal, many have been trained to serve as mounts for an elite cadre of Dregoth's templars.

Kalin riders are all members of the Dread King's templarate. Some are sent abroad in secret to carry out their lord's bidding, in preparation for the day when they will lead Dregoth's assault on the surface world. In the meantime, most patrol the ceilings of New Giustenal looking for trouble in the streets below.

Most citizens hate these troops because of the viciousness of the mounts. Kalin have been known to rip the arm off a passing dray for no particular reason, and even their riders often have trouble controlling the kalin's bloodlust.

At all times, the kalin riders are expected to demonstrate loyalty and excellence in service to the Dread King. They maintain order in New Giustenal and put their lives on the line when sent to the surface world to carry out Dregoth's bidding. In return, they are granted power, wealth, and privilege.

Recommended Weapons: Kalin riders prefer melee weapons such as spears and lances for mounted combat and carry swords for close-quarters melee.

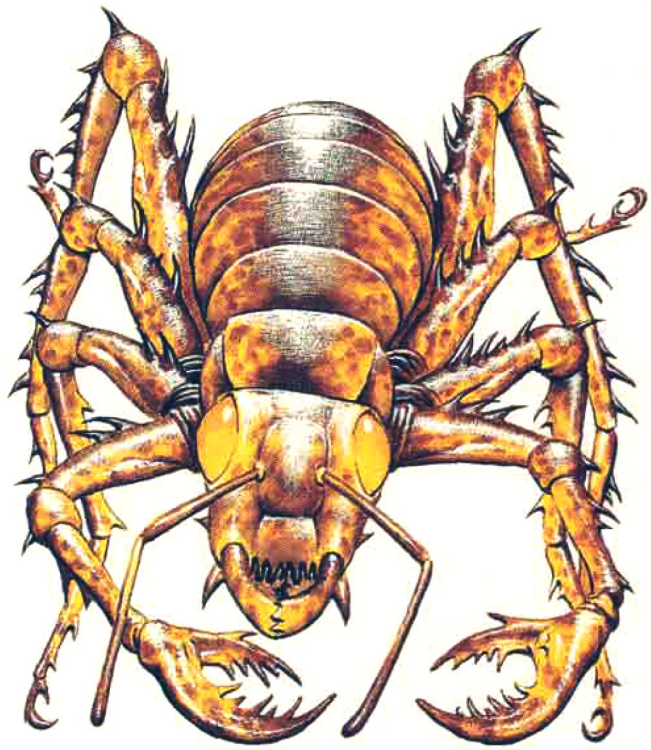
Recommended Non-weapon Proficiencies: Animal lore, armour optimisation, intimidation, knowledge (religion), tracking.

Bonus Weapon Proficiencies: Kalin riders receive one free fighting style specialisation from the Mounted Fighting Style.

Bonus Non-weapon Proficiencies: Animal handling, riding (land-based).

Equipment: Kalin riders start play with a kalin mount, a long sword made from kalin chitin, and a suit of kalin hide armour. Kalin chitin has the same statistics as black mastyrial chitin (deals damage as steel, breaks as an inferior material). Kalin hide armour has the same statistics as standard hide armour (AC +3).

When the kalin rider reaches 5th level, this weapon and armour are replaced with enchanted gear – see below for details on this.



Special Benefits

Enchanted Gear: At 5th level, the kalin rider receives a *+1 long sword* made from kalin chitin and a suit of *+1 hide armour* made from kalin hide. At 9th level, the kalin rider becomes an officer and receives a metal *+1 long sword*. Demonstrations of great loyalty in service to the Dread King can result in this weapon being further upgraded, to a maximum of +3.

Mounted Combat: A kalin rider and its mount receive a –2 initiative bonus due to their tenacious, extremely aggressive attack style.

Special Hindrances

Hated: Kalin riders are hated by other dray and suffer a +4 reaction penalty in all dealings with dray. Encounter reactions can never improve beyond Cautious.

Kalin Bloodlust: Kalin are hard to control. Whenever a potential target is within range of his mount, the kalin rider must make an animal handling check to prevent the kalin from attacking the target.

Servitude: A kalin rider belongs to a rigidly hierarchical organisation and must obey the commands of any templar or kalin rider that outranks him.

Wealth Options: Standard.

Kragmorta Renegade

Centuries ago, Dregoth fashioned the dray, but his creations were flawed. The dray of the first generation were unlovely in his eyes and he banished them from New Giustenal. These dray found a new home in the fiery cavern of Kragmorta – but not all first generation dray are content to remain there.

A Kragmorta renegade is a first generation dray who has left their cavern home behind and slipped out into the surface world. After making the arduous journey to the surface, they journey across the Tablelands, savouring an existence far from the subterranean horrors that lie beneath the ruins of Giustenal.

A Kragmorta renegade is an expert survivalist. Having been forced to rely on their own abilities, the renegade can find food and water where there appears to be none and salvage useable gear from the creatures and plants of the wastes with ease.

But the renegade knows that no individual can survive long. For this reason, renegades cultivate a small network of contacts across the Tablelands – friends and allies on whom they can call in times of need. And they need these connections, because the agents of the Dread King are also abroad in the surface world and the renegade continually runs the risk of encountering operatives from New Giustenal.

Kragmorta renegades seldom admit that they are dray. To do so would invite all manner of difficult questions. Instead, they allow people to assume that they are one of the New Races that occasionally wander out of the deep desert. This anonymity is another tool in evading the notice of the Dread King.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, bargain, craft (any), disguise, endurance, information gathering, knowledge (local history), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, navigation, survival.

Equipment: Kragmorta renegades carry as nondescript gear as possible. In particular, they use nothing that would identify them as dray. Most eschew fancy or noteworthy equipment entirely, preferring to use unassuming but effective materials that do not draw unwanted attention.

Special Benefits

Skilled Scavenger: A Kragmorta renegade can harvest materials from slain creatures (including humanoids) and plants to create simple items. By spending four hours harvesting and crafting, the renegade could fashion a small shield, a size S weapon, 1d4 arrows, 2d4 darts or blowgun needles, or other simple items of equipment, as approved by the DM.

Contacts: Kragmorta renegades cultivate a small network of contacts in the settlements they visit. A renegade has 1d3+1 contacts. These may be bards, merchants, tavern keepers, tribesmen, or even beggars or slaves. The DM should carefully develop each one. The contacts are resources the Kragmorta renegade may use to dig up information or get things done.

The renegade should be careful of her contacts; once killed or alienated, they are gone forever. The quality of information provided by a contact depends on how the PC treats the character. As a general rule, contacts must be paid 1d6 x 10 ceramic pieces per level of the contact to produce a specific piece of information or to perform a small favour. If treated well, contacts may be also be able to loan the PC money or equipment, hide her if she's on the run, or track down illegal supplies for her. Once again, the quality of these services depends on how well the Kragmorta renegade treats her associates.

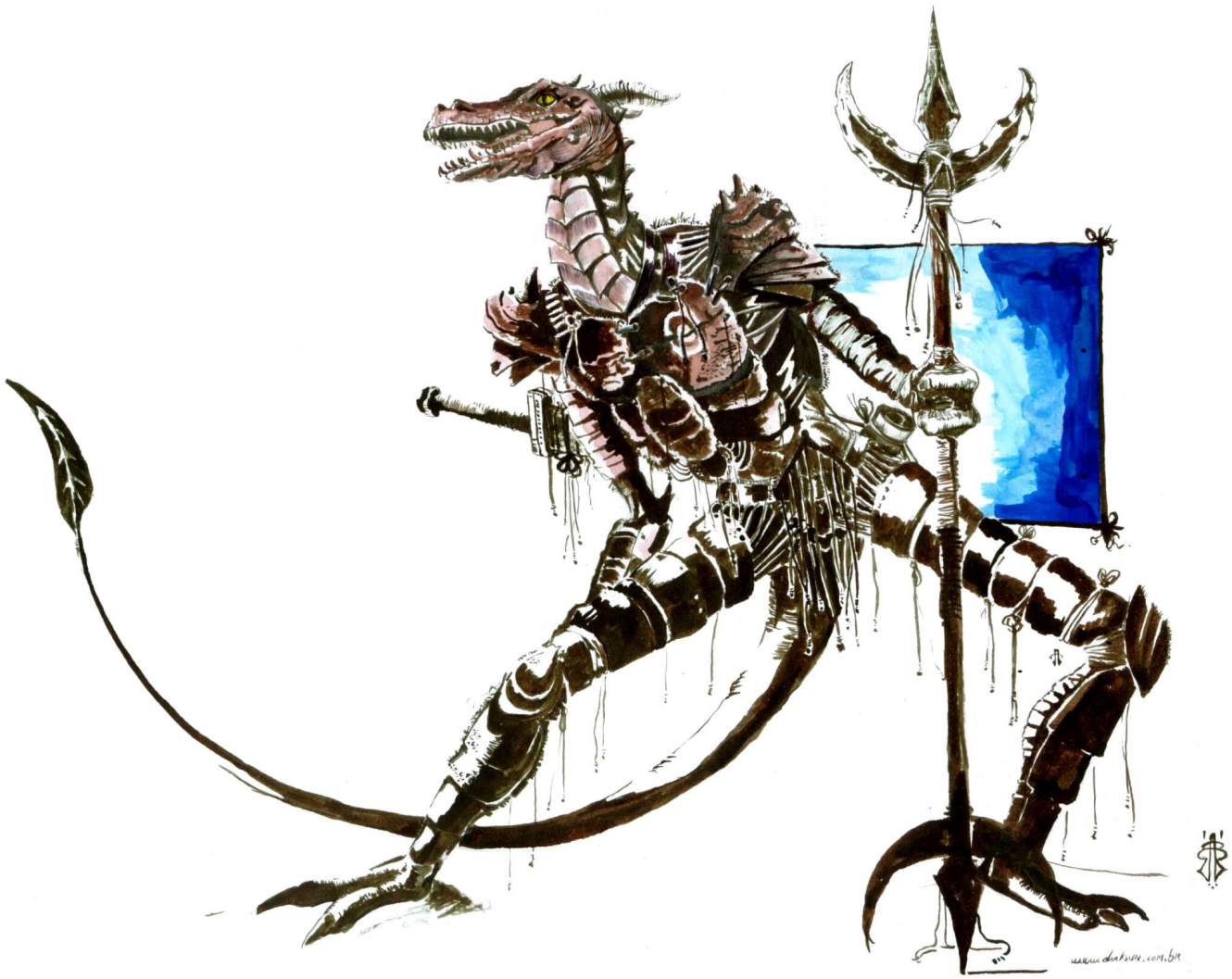
Special Hindrances

Hunted: Dregoth's agents travel the Tablelands. There is 1 in 10 chance in any town or 2 in 10 chance in any city that the Kragmorta renegade visits that they are noticed by someone who will pass word to one of the Dread King's servants. Villages pose no such risk.

If noticed, agents of Dregoth will close in on the Kragmorta renegade as swiftly as they can, to either kill her or take the renegade back to New Giustenal to meet an unpleasant fate.

Uncanny Appearance: Dray are not recognised as a familiar race on the surface world, and the mutated first generation dray unsettle many who see them. A Kragmorta renegade can never obtain lodgings or services better than poor quality, and is always forced to pay the full amount for any tolls levied on them.

Wealth Options: A Kragmorta renegade starts play with only 1d4 x 30 cp.



New Giustenal Infiltrator

Dregoth, the Dread King of New Giustenal, has plans for conquest of the surface world. In preparation for this conquest, he has sent agents into the Tablelands above to gather information, spy, report back to him, and prepare the way for his coming.

The New Giustenal infiltrator is just such an agent – a covert operative who has snuck into the surface world to carry out the commands of the Dread King, whatever those may be. Some are accompanied by elite dray warriors such as the kalin riders, or templars of Dregoth. Others work with mercenaries gathered from the surface races. Others work alone. Almost all remain loyal to Dregoth. Those who do not must spend the remainder of their days looking over their shoulders for the inevitable vengeance of their undying lord.

All New Giustenal infiltrators are second generation dray. Dray of the first generation are seen as outcasts by Dregoth and would never be chosen for such a calling. Many infiltrators are templars, and a significant number of these are multi-classed templar/psionicists, using their mastery of the Way to better disguise themselves and carry out their missions. Others follow more traditional covert professions such as bards and thieves.

Maintaining a believable cover story is important for all New Giustenal infiltrators. To this end, they employ impressive abilities of disguise and deception. If their true nature is uncovered, however, many default to claiming that they are ssurrans or even members of one of the New Races that appear from time to time. Often this is enough to allay any suspicions. If not, the infiltrator has other ways to silence the curious.

Recommended Weapons: The New Giustenal infiltrator should take weapons that allow them to blend in with whatever area they are currently active in.

Recommended Non-weapon Proficiencies: Etiquette, fast talk, intimidation, language (modern), navigation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise, information gathering, knowledge (local).

Equipment: New Giustenal infiltrators start play with a suit of superior hide armour (AC +5).

Special Benefits

Disguise Mastery: New Giustenal infiltrators are experts in disguise, making use of cloaks and heavy wrappings to conceal their identity as dray. An infiltrator can automatically conceal his race without making a proficiency check.

Stealthy Operator: New Giustenal infiltrators gain the rogue skills of Hide in Shadows and Move Silently as a thief of the same level (see the Thief Average Ability table in the **Dungeon Master's Guide**), modified for Dexterity, race and armour. If the infiltrator already has these abilities, he receives a +10% bonus to each.

Special Hindrances

Foreign Agent: New Giustenal infiltrators are enemies of the surface sorcerer-kings. Should an infiltrator ever be discovered, he can expect a harsh and possibly fatal response from the authorities. For this reason, infiltrators reveal their true identities at their peril.

Mandatory Bribes: In order to keep their identity a secret, a New Giustenal infiltrator needs to bribe officials, tavern keepers, beggars and the like into holding their tongues about what they may have seen. Each month, the infiltrator must pay 1d6 x 100 ceramic pieces per level in bribes or be exposed to the authorities.

Wealth Options: Standard.

Spellscale

Spellscales are second generation dray who have taken their affinity for magic and honed it to a supreme degree. All are defilers – the arts of the spellscale eschew the careful approach of the preserver and instead make the most of the power that comes with the wanton freedom of defiling magic.

Spellscales seek to increase the power of their magic at the cost of a noticeable taint of defilement. So foul is the magic commanded by these defilers, that their very souls are scarred. Animals become nervous, people feel uncomfortable, and yet the spellscale demands obedience and commands fear and respect from other dray.

Second generation dray who become spellscales are corrupted by their desire for power. They follow their path without concern for the environment, fixated on ways to increase their spellcasting powers to gain status among their people.

Spellscales can be found anywhere in Kragmorta. Some are loners, practicing their dark art in secrecy, while others seek employment and safety in organisations and groups without moral scruples.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Alchemy, craft (gem cutting), intimidation, knowledge (arcanology).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Literacy, spellcraft.

Equipment: Any.

Special Benefits

Metamagic Raze: The spellscale's Insight Bonus is treated as being one point higher when determining how often the spellscale can use the class abilities of Heighten Spell, Maximise Spell, Quicken Spell, and Twin Wizardry.

Painful Defiling: The penalties suffered to initiative, attack rolls, saving throws, proficiency checks, and ability checks for being caught in the spellscale's defiling radius increase by two points.

Special Hindrances

Tainted Aura: The spellscale is tainted by his arcane ways in such a matter that it is noticeable. People feel uncomfortable and wary when the spellscale is present and animals whimper when he approaches. The spellscale suffers a –1 penalty to Animal Handling and all Charisma-based non-weapon proficiency checks checks for every two levels, apart from intimidation non-weapon proficiency checks, to which he receives a similar bonus. The tainted aura has a range of 5 feet per two levels.

Wealth Options: Standard.

Dwarf Kits

City Artisan

Actual dwarven settlements are rare in the Tablelands. Other than Kled and Ledopolus, few exist. Most dwarves make their homes in the cities of the humans, plying their trade in the crowded streets. The city artisan is just such a dwarf – a skilled craftsman who knows what the inhabitants of his home need, and provides it with dedication and focus.

The city artisan is a member of a dwarven community in one of the city-states. There, its members are respected by the local inhabitants as expert artisans or engineers. They maintain their dwarven traditions and cultural identity, but have integrated into city life, crafting, trading, and cooperating with their fellow urban inhabitants.

There are many reasons for dwarves to integrate with larger communities in this way. Some see it as a way to strike back against the oppression of the templars, or the corruption of the nobles. By offering good, honest work, they hope to lead by example, showing that solid, decent folk still have a place in Athasian life.

Others have turned their back on the dwarven settlements of places like Kled and Ledopolus. Both of those communities are marked by a unifying focus – the recovery of lost Kemalok or the unification of North and South Ledopolus. Some dwarves reject this in favour of seeking a more personal focus and turn to the cities in order to find a place where they can do so.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, bargain, etiquette, language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (any one), information gathering, knowledge (local history).

Equipment: City artisans start play with the tools and workshop needed to carry out their craft, worth 25 cp.

Special Benefits

Expert Crafter: Once per day, a city artisan can focus their concentration, gaining a +4 bonus on all craft non-weapon proficiency checks for one hour.

Local Customers: City artisans make twice the normal daily wage when using their craft proficiency. Double the multiplier listed in the **Campaign Guide**.

Special Hindrances

City-Bound: City artisans are not at home in the wilderness and suffer a –2 penalty on all rolls to navigate and survive in non-urban environments. This includes proficiencies such as navigation, survival, water find etc.

Wealth Options: Standard.

Hearth Guard

A Hearth guard is a dwarf who has received intensive military training. Frequently a weapon specialist, she fights in defence of her community. Not all dwarven settlements have hearth guards but, in those that do, hearth guards form a respected, elite fighting force dedicated to defending the stronghold and its children from external threats.

Hearth guards were originally formed as a purely defensive force to defend a dwarven stronghold in case of attack. This tradition dates back to a time when dwarves as a species came under attack from a legendary Dwarf Butcher. Even though those days are long gone, the tradition remains.

Hearth guards are highly regarded. They form an effective fighting force, well-trained in combat and tactics. Martial skill is not their only area of prowess, however. Hearth guards are custodians of dwarven culture and tradition, often called on to mediate in disputes, and possess considerable knowledge on a broad range of dwarven areas of interest.

Although originally formed to protect strongholds, hearth guards are as free as any dwarf to adventure or travel; they are not restricted to a stronghold. Wherever the interests of dwarves can be found, a hearth guard will often travel to investigate, bringing much-needed lore and resources back to their community.

Recommended Weapons: Hearth guards must be proficient in traditional dwarven weapons of battle: axe (one or two-handed), spear, and any crossbow.

Recommended Non-weapon Proficiencies: Craft (bowyer/fletcher, weaponsmithing), intimidation, language (sign), literacy (dwarf runes), navigation.

Bonus Weapon Proficiencies: The hearth guard receives a free weapon specialisation – see below.

Bonus Non-weapon Proficiencies: Endurance, knowledge (ancient history, local history), survival.

Equipment: When a hearth guard is created she must be equipped with at least shell armour, a battle axe, a spear, and a light crossbow.

Special Benefits

Weapon Specialisation: A hearth guard fighter receives one free weapon specialisation in battle axe, spear, or light crossbow. The hearth guard does not have to pay a weapon proficiency slot for this.

Home Defence: A hearth guard gains a +1 bonus to attack and damage when defending her home. When fighting to protect young dwarves, this bonus increases to +2. To gain this bonus, an attacker must be in a position to physically harm the young, or about to enter a nursery or home.

Special Hindrances

Proficiency Requirements: Hearth guards are not merely warriors – they are expected to understand and support daily life in their community. A hearth guard may not spend any bonus non-weapon proficiency slots accrued from high Intelligence on weapons until she has acquired all non-weapon proficiencies recommended above.

Wealth Options: A hearth guard receives the standard 5d4 x 30 gp. If this is not enough to buy the required equipment, the equipment is provided free by her community, but the hearth guard character starts with no money.

Sapper

The dwarven sapper is one of the most feared enemies in the Tablelands. They preserve ancient wisdom from days long past when (it is said) dwarves were masters of the subterranean world, building great citadels within the earth. The dwarven sapper is the heir to this lore, but uses it not for construction, but to bring the fortifications of their foes down about their ears.

A dwarven sapper is usually a rogue, capitalising on their skills of stealth and subterfuge to wreak havoc among their enemies. Dwarven sappers tunnel into the earth beneath opposing forces and deal devastating structural damage to their homes, fortifications, and defensive emplacements. Even the city walls of the sorcerer-kings are not safe from a sapper's ingenuity.

Sappers work to defend their own communities, primarily dwarven settlements. Sappers who live in cities and communities alongside other races are happy to put their skills to good communal use, as needed. Others work as mercenaries in the armies of the sorcerer-kings or for merchant houses or bandit lords. Wherever their loyalty lies, sappers approach their tasks with the single-mindedness that typifies dwarves – much to their opponents' horror.

Dwarven sappers guard their knowledge jealously. They see themselves as inheriting the last true wisdom of the dwarves – the ability to create great delves beneath the earth. In truth, the sappers' skills are nothing compared to the dwarves of yore. But, on Athas, their abilities are enough to make them feared opponents, as they work their dark deeds beneath their enemies' feet.

Recommended Weapons: Sappers favour size S weapons, suited to close-quarters combat in tunnels.

Recommended Non-weapon Proficiencies: Alchemy, craft (carpentry), endurance.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (mining, stonemasonry), knowledge (engineering).

Equipment: Sappers start play with a basic set of mining and tunnelling tools – sufficient for them to carry out their work.

Special Benefits

Expert Tunneller: The sapper receives a +10% bonus on their tunnelling rogue skill.

Structural Ingenuity: Any war machine that is crewed by a sapper automatically deals one additional point of structural damage. It does not deal increased hit point damage to creatures. A sapper working with basic tools can deal 1d3 points of structural damage to an object per hour.

Special Hindrances

Skill Penalty: Sappers suffer a –10% penalty to their climb walls rogue skill.

Tunnel Vision: Sappers are most comfortable when encased in the bowels of the earth. A sapper forced to fight in the open air suffers a –2 penalty to all attacks and saving throws.

Wealth Options: Standard.

Scrupulous Trader

Dwarf merchants who trade mainly with other races, the scrupulous trader seeks to drive the hardest bargain they can. They deal in whatever goods they can get their hands on, striking fair but uncompromising deals with whoever is willing to trade.

Traders transport their wares on kanks or inixes, taking their goods to towns or cities where they sell them to local merchants. Some traders have established their own shops in such places, eliminating the middleman.

They are often willing to travel vast distances in search of bargains. Some traders deal with the races of the wilderness, particularly elves, and sometimes with gith or tareks. Others act as the only contact some remote dwarf communities have with the outside world. Traders are vital to these communities, bringing in goods that local dwarves are unable to manufacture themselves.

Scrupulous traders are adventurous by nature and are always looking for a good deal. They are driven by a desire to deal honestly and fairly with their customers, a concept that cuts both ways. Although a scrupulous dwarven trader is hard to cheat, they also seldom take advantage of market openings that others would exploit. This has given them a reputation for reliability and honesty among the folk of the Tablelands.

Recommended Weapons: Scrupulous traders should be proficient in light crossbow and a concealable hand weapon such as a dagger, knife, or hand axe. Otherwise, they may be proficient in any weapon they choose.

Recommended Non-weapon Proficiencies: Animal handling, bureaucracy, endurance, etiquette, hunting, knowledge (local history), riding (land-based), survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Appraising, bargain, navigation

Equipment: A trader starts his career with a kank and packs and panniers for carrying goods and equipment.

Special Benefits

Hard Bargain: The scrupulous trader always gains a 10% discount when buying due to hard bargaining.

Honest Reputation: A scrupulous trader gains a –1 reaction bonus from merchants and other traders. This bonus is based on his reputation as a fair and honest trader. If he cheats on a deal and is later discovered, the bonus changes to a +2 penalty.

Protected Interests: A scrupulous trader gains a +1 to attack and damage when protecting his goods or animals.

Special Hindrances

Fair Deal: The scrupulous trader can never bargain for better than a 10% discount or take advantage of market trends that would allow for a discount greater than this.

Fixed Prices: The scrupulous trader can never charge more than standard value for any item, even if market forces would otherwise increase its price.

Wealth Options: A scrupulous trader starts with 4d4 x 30 cp.

Vermin Slayer

The vermin slayer is a highly skilled specialist who enters the tunnel systems of monsters such as anakore, hej-kin, and wezers, with the intention of eradicating them. Vermin slayers are also adept at negotiating the constricted passages created by giant rats, centipedes, and other pests and vermin. They are used to fighting in confined spaces and are experts at hiding in shadows, where they wait to surprise their prey.

The vermin slayer is part of a proud tradition among dwarves, who recall days when they had immense subterranean communities. Nowadays, the vermin traders take their skills abroad, selling their services to those who require them. Many operate as freelancers, selling their skills to humans and other races who are experiencing problems with "vermin".

Within dwarf communities plagued by pests and desert creatures such as the anakore and hej-kin, vermin slayers are highly regarded. Their willingness to enter narrow tunnels is seen as commendable by other dwarves. In strongholds where they are not constantly employed, they are often viewed with suspicion and distaste. Many have been known to turn to illegal activities in order to support themselves, but their willingness to enter even the sewers of the city-states has proved their worth as recoverers of lost items and has earned them a reputation for being incredibly tough.

Outside of dwarf society, vermin slayers are something of an enigma. They do not readily fit the image other races have of the dwarves. Most humans are amazed

that a skill as specialised as vermin slayer even exists. Even so, they easily find work in human cities as pest exterminators, and their services have even been called upon to eradicate bands of raiding gith from their lairs.

Recommended Weapons: Vermin slayers must be proficient in light crossbow and hand axe, hammer, or dagger. Many favour the specialist weapons of the close-combat fighter. Generally, vermin slayers should choose fast weapons that require little space.

Recommended Non-weapon Proficiencies: Intimidation, hunting, language (sign), navigation.

Bonus Weapon Proficiencies: The vermin slayer receives one free fighting style specialisation from a style of their choice.

Bonus Non-weapon Proficiencies: Endurance, tracking.

Equipment: Vermin slayers may spend their money on any kind of equipment. Depending on the current job, they have a wide variety of armour options available. If stealth is required, they should wear no more than leather armour. When seeking to destroy the opposition, heavy armour may be worn, even though this causes any rogue skills to be negated.

Most vermin slayers carry at least two light crossbows, allowing them to fire two shots before having to reload.

A new vermin slayer character receives a light crossbow, 10 bolts, and a quiver free of charge.

Special Benefits

Close-Quarters Combat: Vermin slayers receive a –1 initiative bonus anytime they are fighting in a restricted tunnel or passage.

Combat Skill: Vermin slayers receive a +1 bonus to attack and a +2 bonus to damage with one chosen melee weapon when fighting creatures of size S or smaller. This does not stack with weapon specialisation.

Improved Skill: Vermin slayers receive a +5% bonus to their find/remove traps, detect noise, and move silently skills.

Special Hindrances

Size Vulnerability: Vermin slayers are not trained to fight large creatures, so Large, Huge, and Gargantuan creatures receive a +2 to hit when attacking vermin slayers.

Skill Penalty: Vermin slayers suffer a –10% penalty to their pick pockets skill and a –5% penalty to their read languages skill.

Wealth Options: Standard.

Wayfinder

The wayfinder is a hardy mix of warrior and thief who usually operates independently of other dwarves. He cares for himself, acting on his own initiative, and is able to survive in the wastes of Athas for long periods of time on a minimum of food. The wayfinder is a pioneer among his kind, travelling far afield from his home.

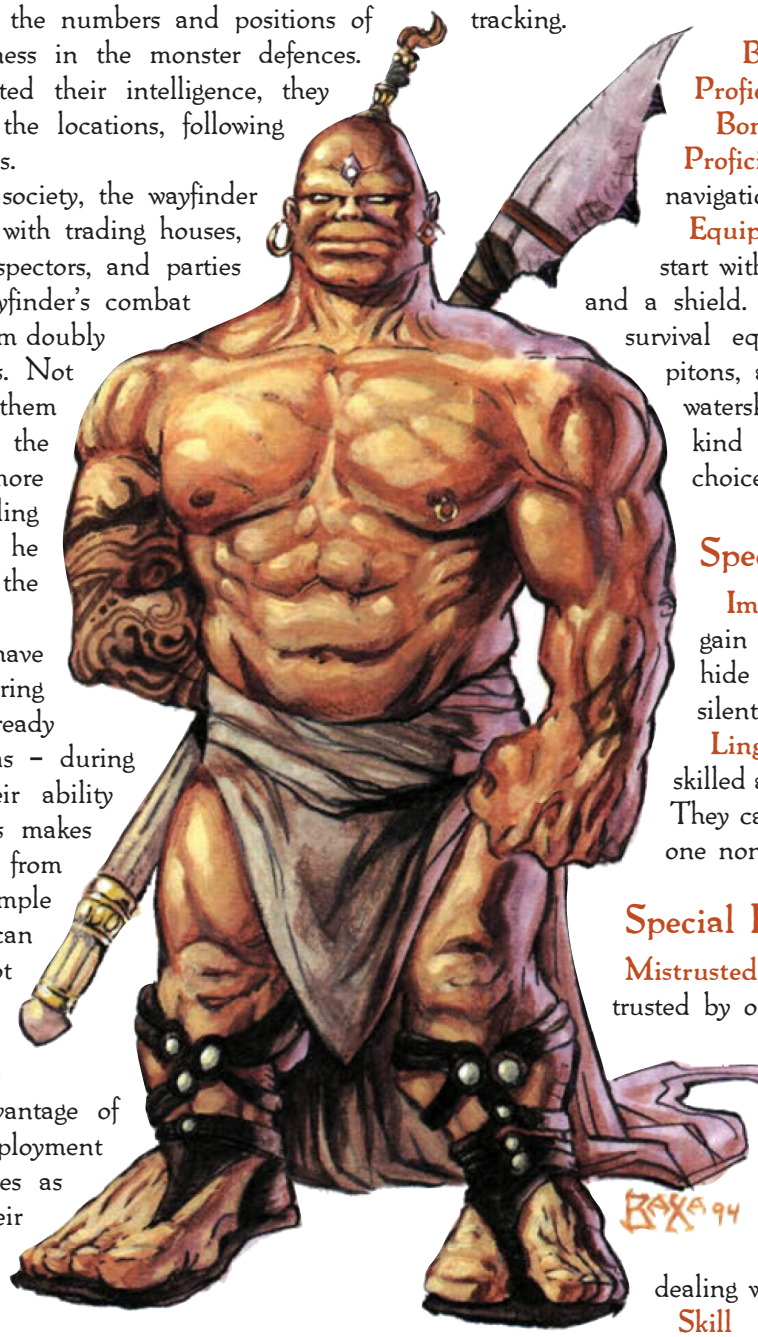
Wayfinders are traditionally employed as explorers and spies. They chart the best routes across the Tablelands, note supplies of food and water and prominent oases, and mark down the location of any reliable trade outposts or friendly settlements they find.

Wayfinders are frequently employed to explore new areas for settlement and prepare the way for others to follow. While elves are commonly seen as the main race that calls the wastes their home, wayfinder dwarves are quite capable of making steadfast progress where elves and kreen are most at home.

Dwarven communities employ wayfinders primarily as scouts and guides, and dwarven military expeditions always sport a cadre of these intrepid explorers. Wayfinders frequently venture into monster-infested areas in order to learn the numbers and positions of guards, and any weakness in the monster defences. Once they have reported their intelligence, they guide dwarf troops to the locations, following their own mapped routes.

In broader Athasian society, the wayfinder has found employment with trading houses, merchant caravans, prospectors, and parties of adventurers. The wayfinder's combat and rogue skills make him doubly useful to his colleagues. Not only can he help them forge fresh routes across the wilderness, but he is more than capable of dealing with whatever threats he may encounter along the way.

Some wayfinders have become very rich discovering lodes of metals – already extremely rare on Athas – during their explorations. Their ability to find alternate routes makes hiding the discovery from their employers a simple task, and then they can exploit it themselves. Not all wayfinders are this unscrupulous, of course, but there are those who are happy to take advantage of the letter of their employment and see such discoveries as an added bonus for their efforts.



Recommended Weapons: Wayfinders should carry a mix of melee and missile weapons so that they are prepared for whatever they may encounter while out in the wilds. Crossbows, with their impressive range, are particularly favoured.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, craft (mining), herbalism, hunting, knowledge (local history), language (modern, sign), mountaineering, riding (land-based), running, sailor, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance navigation, survival.

Equipment: Wayfinders should start with a suit of leather armour and a shield. They should carry basic survival equipment such as ropes, pitons, a hammer, food supplies, waterskin, etc. A mount of some kind (kanks are a popular choice) is also recommended.

Special Benefits

Improved Skill: Wayfinders gain a +10% bonus to their hide in shadows and move silently rogue skills.

Linguist: Wayfinders are skilled at picking up new tongues. They can learn two languages for one non-weapon proficiency slot.

Special Hindrances

Mistrusted: Wayfinders are not quite trusted by other dwarves due to their independent nature – good, honest dwarves do not go wandering about the wilderness. As a consequence, wayfinders suffer a +2 reaction penalty when dealing with other dwarves.

Skill Penalty: Wayfinders suffer a –10% penalty to their pick pockets and read languages rogue skills.

Wealth Options: Standard.

Elf Kits

Arcanist

An arcanist is an elf wizard dedicated to learning all they can about magic. The arcanist is the closest thing there is to an elf scholar, digging through ruins and wizards' packs in search of arcane texts and magical lore. They find their greatest pleasures in learning new spells and acquiring magical items to add to their collections.

Arcanists carry an extreme number of pouches and packs upon their persons, and each one is crammed full of items pertaining to the arcane arts. Spell components spill from every pocket, and arcane texts carved on bone and stone jut from every crowded pouch. Like pack rats, every conceivable item they come across that may be magical or that may serve some magical purpose finds a way into their personal stores.

As a result of their searches and studies, arcanists come to know a little about a lot of different things. They are consulted often, becoming experts and advisers for their tribes. They may not always have the complete answer, but they can usually decide a course of action from the bits and snippets of knowledge they do possess.

All elf tribes have arcanists, though the Twilightcatchers clan of the Sky Singers tribe and the Half Moons clan of the Night Runners tribe have the largest numbers of these mages.

Arcanists work for their tribes, but they definitely have their own agendas. Some seek out knowledge for the power it provides. Arcanists believe that power is fine (and they'll take it when they can get it), but seeking knowledge for its own sake is a worthy endeavour.

Arcanists work with other elf mages to gather and prepare spell components, create enchanted items (including illusory ones to sell to unsuspecting outsiders), and teach aspiring elf mages the tricks of the trade. Arcanists leave their tribes for long periods when searching for items to add to their arcane collections. Wandering arcanists often join adventuring groups, for experience has taught them that many of the things they seek eventually wind up in the proximity of outsiders.

Arcanists provide a wide collection of lore to those they travel with, as well as spellcasting abilities. They can be either defilers or preservers. While much of their information can be useful, a lot of it is arcane trivia that sounds important but means nothing.

Arcanists tend to talk on and on when a question is raised, telling much more than is necessary to adequately answer the question. Though the arcanist is always authoritative in his lecturing to companions and others, he tends to keep his magical skills secret when outside his tribe. This is to minimise the risk posed by those who hate and fear wizards (which includes the great majority of Athas' population).

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Bargain, craft (brewing, cooking), herbalism, knowledge (ancient history), language (ancient, modern), omen reading.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (arcanology), literacy, spellcraft.

Equipment: Arcanists can use any equipment available to other wizards. They prefer small weapons that do not take up a lot of room, as this gives them more space to store their collectibles.

Special Benefits

Expanded Skill: Arcanists receive four additional initial non-weapon proficiency slots. These must be filled from the recommended proficiencies listed above.

Lore: Arcanists can make an Intelligence check at +1 to determine if they know anything at all about a given subject. Even if the arcanist makes a successful check, it is up to the DM to determine exactly how much he or she knows. As a rule of thumb, the better the success, the more the arcanist knows about the subject at hand.

Magic Items: Arcanists start with one potion fruit (see Table 2 in **Psionic Artifacts of Athas**), one stone tablet with one 1st-level and one 2nd-level spell (DM's choice), and one miscellaneous magical item that the arcanist does not yet know anything about (see Tables 10, 11, 15 or 16 in **Psionic Artifacts of Athas**).

Special Hindrances

Combat Restriction: Arcanists may never become proficient with any weapon or martial arts, and cannot specialise in unarmed combat. They always use weapons at the −5 non-proficiency penalty. This reflects the fact that arcanists spend much more time pursuing mental activities instead of physical ones.

Wealth Options: Arcanists start play with (1d4+1) x 30 cp.

Battle Dancer

The battle dancer is an elven fighter/cleric who follows the call of one of the revered elements. A battle dancer is basically a specialised ritual dancer, one who uses his or her talents not to tell stories but to defend the tribe.

In elf tribes, very few priests are afforded the title of element singer. Others who show clerical abilities, or who seem attuned to an element other than the one revered by the tribe, are urged to become multi-classed ritual dancers. Those who decide to combine the skills of the warrior arts with priestly endeavours become battle dancers.

Full of grace, speed and agility, battle dancers perform across the field of battle much as the slaves of Salt View perform across the stage. The call of combat courses through their strong limbs while the call of their revered elemental sings in their hearts. These religious warriors are looked upon with awe by their tribesmates, and they often become the champions of their tribes.

Battle dancers dedicate themselves to one elemental force, usually the one revered by their tribe (though this is not always the case). In times of peace, they use their skills of dance and ritual storytelling to inspire their tribes and to help their element singers administer to the spiritual well-being of the elves under their care. When combat opportunities present themselves, the battle dancers welcome them. They feel closest to their chosen elements when combining warrior skills and clerical magic into a deadly dance of violence.

As spiritual leaders and defenders of their tribes, battle dancers hold a place of honour among the elves. During the wanderlust phase, they take their powerful expression of faith to outsiders, demonstrating the benefits of merging the priestly magic of the elements with the strong physical nature of the elves. They are devoted to both elven traditions and a particular element, often exclaiming the virtues of both to all they meet. Those who disagree may witness the battle dancer's skills from the point of view of the target – much to their dismay.

Through the combination of priestly powers and warrior skills, there are few elves as deadly or as committed as the battle dancers. They are masters of the weapons they choose and devoted students of a particular element. In few other kits is the concept of the superiority of elves over outsiders more evident, for battle dancers believe themselves to be the best of the elf race – and therefore far above even the best outsider.

Recommended Weapons: Members of this kit must select the long sword and the long bow, the traditional weapons of the elves of Athas.

Recommended Non-weapon Proficiencies: Armour optimisation, craft (armourer, bowyer/fletcher, weaponsmithing), endurance, expression (musical instrument, singing), healing, knowledge (ancient history, religion), language (modern), literacy, running, spell concealment, spellcraft, survival, tracking, water find.

Bonus Weapon Proficiencies: Blind Fighting Style (Darkness Combatant).

Bonus Non-weapon Proficiencies: Expression (dancing).

Equipment: Battle dancers begin with a bone long sword and a long bow (both of excellent tribal make), leather armour, and a holy symbol dedicated to their element of choice.

Special Benefits

Twin Strike: Battle dancers can attack with two weapons without suffering attack roll penalties, though all other restrictions for two-weapon attacks apply – namely, the off-hand weapon must be smaller than the main weapon.

War Dance: With a successful use of the dancing proficiency at the start of combat, battle dancers receive a +1 bonus to attack and damage rolls, and a +1 bonus to their Armour Class for a number of rounds equal to their proficiency score minus the result of the proficiency check.

Special Hindrances

Failed Dance: If a battle dancer fails her dancing proficiency roll (which must be made at the beginning of every combat encounter), then she suffers a –1 penalty to attack rolls, damage rolls, and Armour Class for 1d8 rounds.

Weapon Restriction: Battle dancers can never learn to use weapons beyond those they select at start of play. They receive no new weapon proficiency slots with the advancement of levels and, if they choose to use a non-selected weapon, they suffer a –2 penalty to attack rolls.

Wealth Options: Battle dancers start play with 5d4 x 30 cp, as well as the items listed under Equipment above.

Brown Elf

Among the elves of the Tablelands, an elf who voluntarily gives up his or her affiliation and loyalty to a tribe dresses in brown wrappings to signify this decision. These brown elves travel the region, seeking something that they could not achieve in the tribes they were born to. In most cases, the decision is tied to an elf's developing psionic abilities.

For reasons not completely understood even by the brown elves, these individuals feel compelled to leave their tribes to seek out masters to teach them to fully unlock their mental powers. In many cases, a brown elf is on his or her way to becoming a member of the mysterious Order, though this affiliation is years or even decades away.

By their very nature, brown elves have given up tribal affiliation and are considered outcasts – even though the decision was of their own choosing. Elf tribes shun those elves who have chosen to wear the brown wrappings of non-affiliation. Brown elves display no loyalty to tribes or traditions, and they receive none in return. These elves wander the wastes and cities, seeking teachers to instruct them in greater uses of their mental abilities.

Brown elves attach themselves to adventuring groups for a time. They enjoy the protection afforded by the adventurers, and sometimes even revel in the company they have typically denied themselves for long periods of time. These solitary wanderers are eventually contacted by members of the Order.

When a member of the Order takes notice of a brown elf, he (or she) only reveals himself once he is certain he wants to sponsor the fledgling psionicist. Even then, the high-level psionicist will never reveal his true identity or the purpose of his visit. During the years that follow, he may appear occasionally to offer a bit of instruction, some needed help, or a clue as to what direction to follow next, but he will never mention the Order or what is expected of the brown elf. When the elf is truly ready to join the Order, then such gentle guidance will no longer be necessary.

Brown elves follow the tenets of the Order, even if they don't realise it. They believe that psionics should only be studied for its own sake, and that these talents should only be used to preserve the natural order. To master one's psionic talents is a noble endeavour, and the strengths they provide should never be used to further selfish ends.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Harness subconscious, hypnosis, knowledge (psiology), literacy, power manipulation, psicraft, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Meditative focus, psionic detection.

Equipment: Standard.

Special Benefits

Expanded Skill: Brown elves receive two additional non-weapon proficiency slots, which must be spent on the recommended proficiencies listed above.

Special Hindrances

Outcast: Brown elves receive a +3 penalty to reaction encounters when dealing with elves who are affiliated with an elf tribe. In addition, they start out particularly poor because of their non-affiliated status.

Wealth Options: Brown elves start with 3d4 x 10 cp.

Element Singer

The element singer is an elf cleric dedicated to a single elemental force of nature. Most tribes hold those who commune with the elements in awe and treat them with a small measure of fear. Elf tribes rarely have more than one or two element singers, though they will accept any number of lesser ritual dancers and battle dancers. Element singers are called by the element they worship – wind singer, flame singer, earth singer, or water singer.

Most of the element singers that outsiders meet are young singers fulfilling their wanderlust as there is no place for them (currently) in their tribe. Others no longer have a tribe, or they are seeking a new tribe because they are compelled to worship an elemental force that is not the one revered by their tribe. A select few have been sent on some far-reaching mission by the force they worship.

Element singers are the true clerics of the elf tribes. Each draws spells from the Sphere of the Cosmos as well as from their element of choice. They fulfil roles as tribal clerics, and most have an extreme hatred of templars and defilers who draw power from landmarks associated with their revered element.

Element singers hold positions of leadership and responsibility in their tribes, though those they administer to do not quite know what to make of these clerics. Elves understand the magic of preservers and defilers, but have little knowledge of priestly magic. It frightens them, much as the raging elements frighten them. Those who commune with these terrible forces, therefore, also become objects of fear. Still, the tribes realise they need the element singers, so they give them an awe-inspired respect. In many cases, the very survival of an elf tribe depends on its element singers.

Element singers interpret the omens and portents inherent in the forces of nature. They advise tribal chiefs as to the best courses of action. They lead rites of passage and other tribal rituals. They heal the wounded and cure the sick.

When element singers leave their tribes to explore the world of the outsiders, they take with them their beliefs, traditions, and devotions. These clerics are elves through and through – savage, unpredictable, living for each now.

Though individual tribes tend to congregate toward a particular element, element singers are not intolerant of other faiths, as long as they are elemental in nature. Those who seek to worship individuals (such as a sorcerer-king) are seen as fools or worse, for no one – not even a sorcerer-king-can compare to the elements that shape the world.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal handling, craft (leatherworking), expression (artistic ability, dancing, musical instrument, singing), herbalism, knowledge (ancient history, religion), literacy, navigation, spell concealment.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Healing, spellcraft, survival.

Equipment: Element singers may use any equipment available to the cleric class. They begin play with a bone weapon of excellent tribal make and a holy symbol dedicated to their element of choice.

Special Benefits

Bonus Spells: Element singers receive one bonus spell at each spell level. For example, if a 3rd-level singer would normally be entitled to two 1st-level spells, this special benefit gives him or her three 1st-level spells instead. This bonus applies to each spell level, but the bonus spells must be selected from the singer's elemental sphere.

Special Hindrances

Obligation: Element singers must drop everything else they are doing to go to the aid of their tribe whenever they are needed. During any given month, there is a 10% chance that the tribe will have need of its singer for 1d6 days.

Weapon Restriction: Element singers only receive only one initial weapon proficiency slot (instead of two).

Wealth Options: Element singers start play with 3d6 x 30 cp as well as the items listed under Equipment above.

Free-Wanderer

At some point in an elf's life, the wanderlust comes upon him. He must run as far and as fast as his swift legs will take him. He must see what lies beyond the horizon and find as many ways to enjoy the now as he possibly can. Free-wanderers explore the Tablelands in search of adventure and riches. They travel wherever the mood takes them, joining adventuring groups for a time before moving on. At some point the desire to return to their tribe will send these free-wanderers home, but until then the excitement of the now is what they crave.

Free-wanderers survive by their wits, their quickness, and their rogue skills. They see every guarded purse and locked box as a challenge they must accept. The contents of these guarded items, after all, belong to the elves – outsiders are only holding them until their rightful owners come along to relieve them of their burden. Free-wanderers come from all elf tribes, though they often discard identifying features of their native dress during their periods of travel and adventure.

Free-wandering elves find joy in surviving the many challenges Athas throws at them. They steal whatever they need while simultaneously seeking new experiences. Many view this time of wandering as a training period, and work to master their wilderness and rogue skills in the interval.

Free-wanderers are adventurers, roaming the wastes and prowling the cities in search of excitement, experience, and enough wealth to get them to the next adventure. Free-wanderers are among the friendliest and most outgoing of elves, for the whole purpose of their travels is to learn everything they can. This doesn't mean that their normal attitudes toward outsiders have changed, only that they are more inclined to deal with these people during the wanderlust period.

Those forced to travel the wastes for their own survival gladly accept free-wanderers into their group for the skills and knowledge they bring. Free-wanderers may not be completely trusted, but they are given the benefit of the doubt when their specialised skills are desperately needed.

Recommended Weapons: Members of this kit must select the long bow, long sword, and dagger.

Recommended Non-weapon Proficiencies: Gaming, expression (dancing, musical instrument), language (modern), navigation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Survival.

Equipment: Free-wanderers travel light. In addition to their thieving tools and a weapon or two, free-wanderers have few possessions and wear only the lightest armour.

Special Benefits

Expanded Skill: Free-wanderers receive two additional non-weapon proficiency slots to fill when they are first created. They also receive an additional 10 discretionary points to distribute among their rogue skills upon creation.

Special Hindrances

Reputation: Because of the reputation that precedes all elves, free-wanderers receive a +2 penalty to encounter reactions when dealing with outsiders.

Wealth Options: Free-wanderers start play with 1d6 x 10 cp, thieving tools, and a bone long sword crafted by a member of their tribe.

Procurer

Procurers are elf trader/thieves who conduct legitimate mercantile activities with one hand while stealing with the other. To all outward appearances, procurers seem to be everyday elf traders. They conduct their thefts in secret, using normal trading practices to cover their filching activities. These elves usually work for elven merchant houses, filling the market stalls with goods stolen from other merchants, nobles, free citizens, templars, and even the sorcerer-monarchs.

No matter what it may look like a procurer is doing, he (or she) is always observing the people around him. He knows how to spot those who can help or hinder his job, and is always aware of his surroundings. The procurer considers simple theft to be beneath his station. He needs to make the big score, acquiring the items that will bring the biggest profit at the next marketplace. Trading is all well and good, but selling a wagonful of cactus fruit and then stealing the entire stock back to trade elsewhere is even better.

Procurers can be found among the elf tribes that conduct mercantile activities, especially the Clearwater, Swiftwings, Shadows, Sky Singers, Silver Hands, and Night Runners tribes. Procurers are often the field agents for elven merchant houses. They conduct legitimate trade, but they are always on the lookout for opportunities to increase the tribe's stock through theft. Among elf tribes that respect mercantile endeavours, procurers are seen as only one step below master traders – especially if they are any good at their job.

Procurers travel far and wide, seeking new markets, new suppliers, and new opportunities to acquire a big score. During these travels, procurers have no qualms about joining with adventuring groups, and many know a particular group that has proven itself to be worthy of trust and friendship. Adventuring groups offer added protection, an obvious cover story, and able bodies when a job is extremely difficult.

The procurer's tribe and dedication to his craft comes first, but his adventuring group comes a close second, as long as helping the group doesn't hinder his other affiliations. Of course, a procurer will disappear from his group from time to time in order to pass along goods or information to his tribe.

Procurers are skilled traders, consummate thieves, and handy companions. Unlike most elves, they know their way around the city-states and even have a limited understanding of civilisation. Like other elves, they hate walls and locked doors, but procurers see these obstacles as challenges, and they make a study of such constructs the way a good warrior studies his enemies.

Recommended Weapons: Members of this kit must select the dagger as one of their starting weapons. Remaining slots can be filled as they see fit.

Recommended Non-weapon Proficiencies: Craft (gem cutting), disguise, expression (artistic ability), forgery, gaming, language (modern) reading lips, running, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Appraising, bargain.

Equipment: Procurers start with thieving tools and a bone dagger at no extra cost. They can outfit themselves with whatever else they can afford, provided it is usable by their classes.

Special Benefits

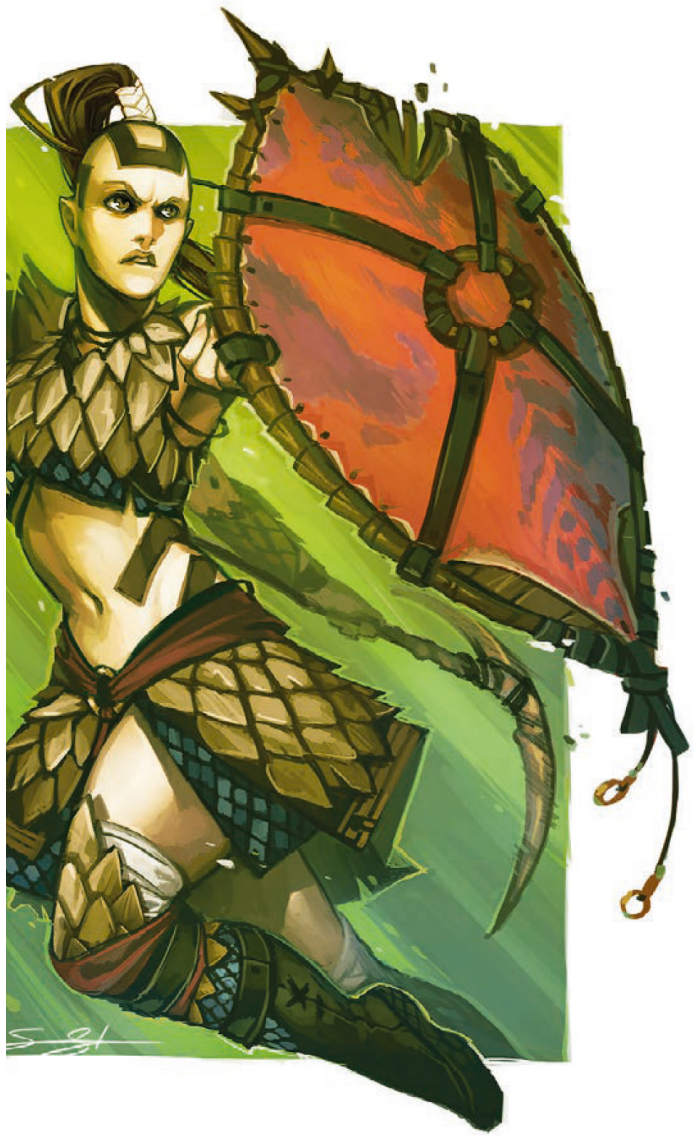
Expanded Skill: Procurers receive one additional non-weapon proficiency slot as a bonus when they are first created, to spend as they see fit.

Keen Senses: Due to their study of human and demihuman construction techniques, procurers can spot secret and concealed doors like the elves of other campaign settings if they are actively searching for them. They discover secret doors on a roll of 1 or 2 on 1d6, and concealed doors on a roll of 1, 2, or 3 on 1d6.

Special Hindrances

Curiosity: Curiosity is the one flaw that best describes procurers. They can't help peeking behind closed doors, opening locked gates, or seeing what waits around the next corner. This obsession, of course, often gets them (and their companions) into trouble. Unless a procurer has an extremely compelling reason not to, he won't leave a closed door or a concealed tent flap behind him. When confronted with such an opportunity, a procurer must make a Wisdom check at a –10 penalty or investigate further.

Wealth Options: Procurers start play with 2d6 x 30 cp, thieving tools, and a bone dagger.



Protector

The protector is an elf wizard dedicated to the defence of his tribe. He combines magic with warrior skills to create a true combat mage. Indeed, protectors are among the most ferocious and dangerous elf opponents enemies of an elf tribe can face. Not every fighter/mage can rise to the standards of this kit, for it takes skill, commitment, compassion, and a dedication not seen very often among the elves of Athas.

An elf tribe usually has one designated protector at a time. This elf receives the traditional sacred weapon of protection to use in defence of the tribe. This weapon is a *bone long sword +3* that's sometimes imbued with an additional power, depending on the tribe it belongs to. For example, one tribe might have a thri-kreen slayer, while another has an undead slayer, each inflicting extra damage (usually becoming a +5 weapon) against their dedicated foes. The protector ranges far from the tribe for months at a time, seeking any threats long before the tribe is placed in danger.

When traveling with the tribe, the protector runs at the head of the tribe in a place of honour reserved just for him. He provides consul to the chief and tribal elders, trains tribal defenders, and keeps alert for any dangers. When danger presents itself, the protector often leads the tribe into battle, wielding the tribal sword where all can see. He inspires the tribe, casting magic and striking quickly with his enchanted sword.

Protectors always seek to learn spells that can be used to defend their tribes. Offensive spells are selected first, followed by spells that can be used to defend those in their care. Some protectors even learn divination spells in order to gain as much warning of dangers as possible.

Protectors must be preservers, as defilers don't have the commitment or honour necessary to adhere to the tenets of this kit. In addition, a protector must be a multi-classed fighter/wizard of some kind. Only elves may become protectors, though a DM may rule that a half-elf who's dedicated to a particular slave tribe might become that tribe's protector.

Only the best elves can meet the standards set for this kit. A protector must have a Strength score of 13 or better, a Constitution score of 12 or better, and an Intelligence score of 14 or better.

Recommended Weapons: Protectors can learn to use any weapons, though they must select the long sword among their initial proficiencies.

Recommended Non-weapon Proficiencies: Craft (armourer, weaponsmithing), mental armour, navigation, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Survival.

Equipment: Standard.

Special Benefits

Additional Spells: Due to his training and combat orientation, a protector receives extra offensive spells to prepare every day.

Level	Additional Spells
1–5	one 1st-level spell
6–9	two 1st-level spells
10–12	two 1st-level spells, one 3rd-level spell
13th +	two 1st-level spells, two 3rd-level spells

Danger Sense: A protector carries a pouch full of items that are important to his tribe. With this pouch, the protector and the tribe are always connected. At 5th level, a protector gains danger sense in relation to his tribe. With this ability, he knows when his tribe needs him and can follow the tingling sensation right to them. This tracking ability works as long as he's within 10 miles of the tribe; at farther distances, the tingling is too weak to do more than warn him that something is amiss. If the protector loses the pouch, he loses this ability.

Sacred Weapon: At 3rd level, a protector is only a protector-in-training. He receives a *bone long sword +1* to use until his training period ends. During training, the protector-to-be travels with the tribe's protector for one month per level. The rest of the time, he is encouraged to find an adventuring party to join to further hone his abilities.

At 5th level, the training period ends. If the tribe's protector is ready to step down from his post, the new protector receives the *bone long sword +3*. If not, the young protector is encouraged to keep traveling until such time as his tribe has need of his services.

Special Hindrances

Tribal Obligations: Through the connection formed by the tribal pouch, a protector must respond to a summons from his tribe. The tribal shaman can use the pouch to summon the protector, and any true threats to the tribe also force the protector to respond. If a protector's tribe is ever destroyed and the protector survives, he becomes an avenger. An avenger wanders the land, seeking to protect others from whatever danger destroyed his tribe. He also seeks to avenge the tribe by hunting down and eliminating whatever destroyed them – though this isn't always an easy task.

Wealth Options: Protectors begin play with little money, only (1d4+1) x 5 cp, but they do receive a *bone long sword +1*.

Savage Hunter

The elves of Athas are a nomadic people, and many tribes survive solely through the skills of their hunters. The savage hunter is the most common elf warrior type, serving as both a tribal defender and an important food provider. Respected by others of the tribe, the savage hunter uses the same skills to hunt prey and to fight outsiders and other threats to the tribe. The ways of the city-states are alien to these wilderness warriors, for they are only at home in the wastes when on a hunt.

PC savage hunters either join up with an adventuring group while on a mission for their tribe, or they join during the period of wanderlust that comes upon most young elves at least once in their lives. On these journeys of adventure and discovery, savage hunters take with them all the skills they learned as protectors and providers for their tribes. As such, they are often valuable contributors to a party.

Savage hunters are elves who have fighting skills, knowledge of the wilderness, and hunting prowess. In the Wind Dancers tribe, the savage hunters have been turned into raiders, forced to hunt a different sort of prey to keep their tribe alive. In the Water Hunters tribe, savage hunters serve as the main warrior class. They protect the tribe from all dangers in addition to their role as providers of fresh meat and animal skins.

Elves have a great respect for savage hunters, even those elves whose tribes have given up the old traditions. Once, all Athasian elf tribes survived by the skill of their hunters, and the greatest heroes of ancient songs and legends are those proud hunters. In many cases, outsiders first encounter a tribe through its hunters, who use stealth and surprise to strike swiftly at those who pose a threat to the rest of the tribe.

In tribes that still use savage hunters, the hunters are honoured with respect, choice supplies, and roles of leadership. When savage hunters go wandering and

join up with adventuring groups, they often expect these same privileges from outsiders. The people they travel with must show them the same respect they receive from their tribes, and they demand the first pick of spoils.

In addition, because savage hunters fill leadership positions in their tribes, they naturally attempt to fill the same positions in whatever group they may travel with. They treat everything as a hunt, and on a hunt orders must be followed and traditions kept, or the prey will escape.

Savage hunters are the most stringent keepers of elven traditions. The old ways (which hold that hunters are the best of the elf race) are the right ways, and things that go against these traditions smack of the slower races. Savage hunters are intolerant of non-elves and non-elven ways.

Recommended Weapons: Members of this kit must take the long bow and long sword, as these are the traditional weapons of the elves.

Recommended Non-weapon Proficiencies: Animal lore, endurance, navigation, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, tracking.

Equipment: A savage hunter receives a bone long sword and a long bow crafted by members of his or her tribe, as well as a set of leather armour.

Special Benefits

Expanded Skill: In addition to the bonus tracking proficiency, savage hunters receive two additional non-weapon proficiency slots when they are first created. These slots must be filled from the recommended proficiencies listed above.

Reputation: Savage hunters are respected among the elves and receive a –3 reaction bonus from all elves.

Special Hindrances

Narrow Focus: Savage hunters start with only two initial weapon proficiency slots instead of five – these must be used to gain proficiency in long sword and long bow.

Wealth Options: Savage hunters from poor tribes (such as the Wind Dancers) start with 2d4 x 10 cp, while those from successful tribes (such as the Water Hunters) begin with the normal 5d4 x 30 cp.

Thri-Kreen Slayer

Perhaps the greatest threat to the elves of Athas are the thri-kreen. These insectoid hunters love the taste of elf flesh, and prey on the desert runners whenever the opportunity presents itself. To combat the kreen threat, a special class of desert runner has developed – the thri-kreen slayer. A thri-kreen slayer is a multi-classed fighter/psionicist who devotes him or herself to becoming an expert hunter and fighter of the dread insect-men.

Wearing armour consisting of pieces of a thri-kreen's hard exoskeleton, slayers train in ways to best combat the hulking insect-men. They study the fighting styles and habits of the thri-kreen, learning all they can about their deadly adversaries. Slayers are taught to hate the thri-kreen with all their hearts so that this inner fury can be fully tapped. Conversely, they are also taught to admire the thri-kreen – appreciating their tireless natures and their hunter's hearts. Only through understanding and a certain respect can a slayer hope to survive the challenge of a thri-kreen warrior.

When thri-kreen slayers join adventuring parties, they do so as part of their continuing training or to satisfy the bouts of wanderlust that often come upon the elves of Athas. Even away from their tribes, slayers take their roles and responsibilities very seriously. They actively seek out thri-kreen during combat, only turning toward other enemies when all thri-kreen have been defeated or when a much greater danger presents itself.

These slayers defend their tribes from thri-kreen hunting packs. They know what signs to look for to determine if thri-kreen are in the area. They know how to throw a hunting pack off the trail. When a battle is inevitable, thri-kreen slayers know the most effective ways to kill the insect-men. These warriors are the champions of their tribes, for they alone seem invincible before the enemies that haunt all elven nightmares.

Slayers tend to be loners, operating independently of their tribes for long periods of time. A tribe may not see its slayers for weeks on end, but the elves know that they are out in the wastes watching for the approach of the deadly insect-men. The slayers must warn the tribe of an impending attack, to lead any battles against the thri-kreen, and to safely move the tribe out of danger.

Slayers are extremely confident (though some consider them mad in their arrogance). Armed with an arsenal of weapons and always ready to leap into battle against a thri-kreen, a slayer is as a formidable foe.

Using psionics and fighting skills to best advantage, slayers are among the most fearsome elf opponents anyone (thri-kreen or otherwise) will meet. There are instances of slayers working with thri-kreen as part of an adventuring group, but these relationships are volatile and fragile, for neither elf nor thri-kreen trusts the other.

Recommended Weapons: Members of this kit must take the long bow, long sword, and either a ko• or a lajav among their initial weapon proficiency selections.

Recommended Non-weapon Proficiencies: Craft (weaponsmithing), harness subconscious, language (thri-kreen), meditative focus, navigation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Survival, tracking.

Equipment: A thri-kreen slayer receives a bone long sword and a long bow crafted for the character by members of his or her tribe, as well as a set of thri-kreen shell armour (AC +5).

Special Benefits

Bug Killer: Slayers are experts at battling kreen and gain a +4 bonus to attack rolls and +2 damage when fighting thri-kreen.

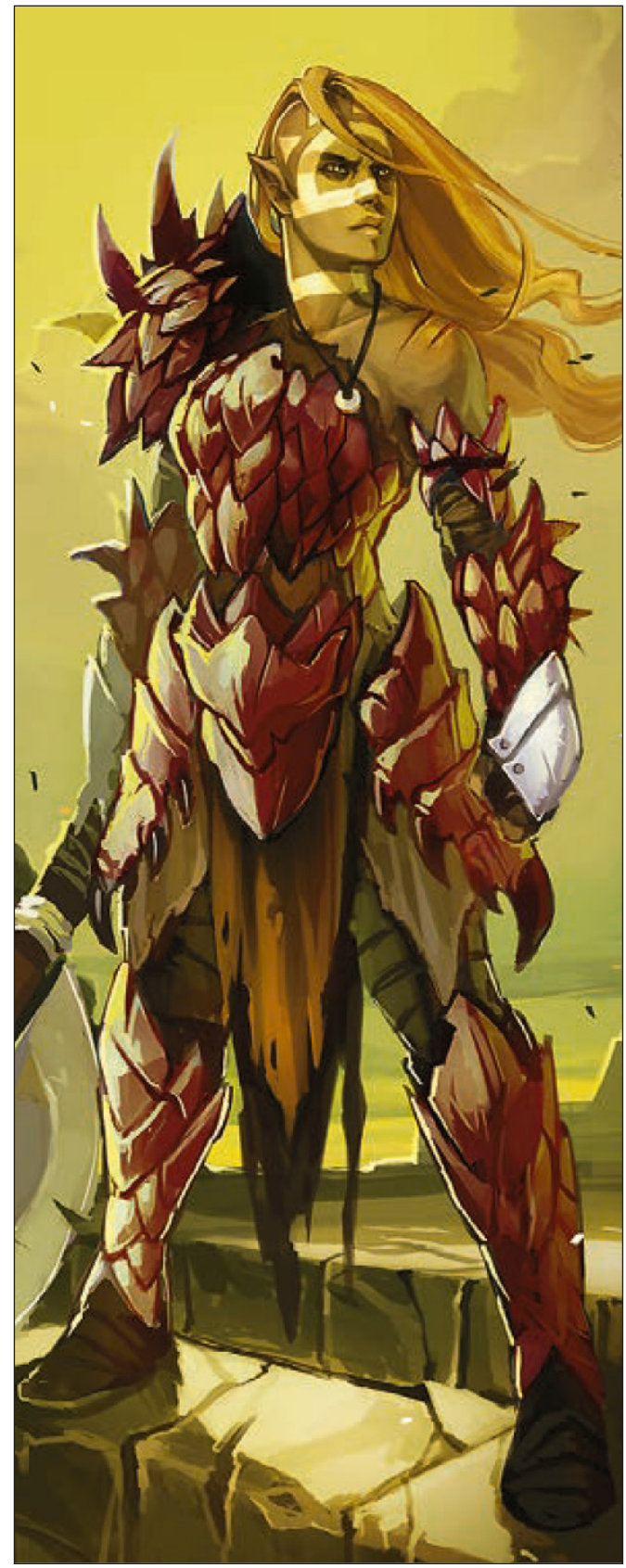
Twin Strike: A slayer can attack with two weapons without penalty to his or her attack rolls, though all other restrictions for two-weapon attacks apply.

Special Hindrances

Kreen Hatred: The enmity that slayers feel toward the thri-kreen causes them to suffer a +4 penalty on all encounter reactions with the hated race. Thri-kreen slayers must attack thri-kreen if such foes are present during combat. They may only change targets once all thri-kreen have been defeated or if an obviously more dangerous opponent reveals itself.

Proven Target: Because of the image they present, slayers are often targeted by those seeking to prove their own skills or who are looking to make a quick reputation. They must always be on guard for attacks by those who want to prove their own toughness against such worthy foes. In every settlement that the kreen slayer visits, there is a 20% chance that some young hothead will seek him out to test his mettle.

Wealth Options: Thri-kreen slayers start play with 3d4 x 30 cp as well as the weapons and armour mentioned above.



Gith Kits

Dune Leaper

From the depths of the sand wastes they come, in shrieking hordes, preying on the caravans of the unwary, springing to the attack, wreaking bloody havoc, then vanishing once more into the wastes. They are the gith dune leapers and their names are cursed throughout the Tablelands.

Dune leapers are the elite shock troops of the gith. They are often at the forefront of any gith attack, hurtling into melee to sow discord among the ranks of their victims. They presage their attacks with blood-curdling battle cries, then throw themselves into combat with careless abandon.

Some gith dune leapers sell their services as mercenaries or join adventuring bands in search of loot and glory. They do not always fare as well as they do when surrounded by dozens of their own kind, but none can claim that they are not fearless combatants and so the dune leapers have managed to carve a place for themselves in the wilderness.

Recommended Weapons: Dune leapers make use of spears or other thrown weapons as part of their opening salvoes. But they soon close to melee, and favour any weapon that is suited to intimate battle – or their own claws.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Acrobatics, intimidation.

Equipment: Dune leapers carry whatever gear is needed for their current raid – or the spoils of previous endeavours. A broad selection of weapons, as noted above, is a key characteristic of this kit.

Special Benefits

Improved Spring: Dune leapers can leap up to 30 feet in a single movement. When attacking in this fashion, they gain a +3 on their attack rolls.

War Cry: Dune leapers begin combat with a terrifying howling. All who hear it must save vs. paralysation or suffer a –2 penalty to morale and attack rolls for 5 rounds. The war cry is only effective at the start of battle.

Special Hindrances

Careless Combatant: Dune leapers suffer a –2 Armour Class penalty in melee, due to their wild, unheeding approach to combat.

Hated: Dune leapers suffer a +4 reaction penalty from other races. Reactions can never improve past Cautious.

Wealth Options: Standard.

Warmage

The gith warmage is a skilled in both magical and martial arts, making him an extremely formidable opponent. Usually multi-classed fighter/wizards, they meld the aggression of the gith raider with the corruption of the defiler, and pride themselves on keeping their combat skills as sharp as their magical talents. Warmages are among the most respected members of gith tribes, since their magic makes them exceptionally able soldiers.

In combat, warmages are brutal, savage killers, wallowing in the violence of the battlefield, gorging themselves on life-energy through their defiling magic. As a result, gith warmages are keen to join adventuring parties. Sometimes they share a common foe but, more often, they seek treasure to enrich their tribe and know that the adventuring life often pays rich dividends.

The skills of a gith warmage greatly benefit any party that can stomach the fact that they are defilers. They make poor leaders but are enthusiastic warriors and are willing to following orders, assuming the orders are issued by a commander they respect. Warmages prefer action to inaction and combat to negotiation, and are sceptical of scholarly and philosophic types.

Recommended Weapons: A warmage is trained in using martial weaponry above and beyond those normally used by wizards. Even if not multi-classed, the warmage will be able to learn at least one such weapon – see below.

Recommended Non-weapon Proficiencies: Animal handling, hunting, language (ancient), mountaineering, navigation, riding (land-based), running, tracking.

Bonus Weapon Proficiencies: The warmage receives one bonus weapon proficiency, which must go towards learning a weapon not on the wizard weapon list. If multi-classed with fighter, the warmage may spend this slot as he chooses.

Bonus Non-weapon Proficiencies: Armour optimisation, endurance.

Equipment: Warmages kit themselves with a variety of weapons. Multi-classed fighter/wizards take full advantage of their ability to be armoured.

Special Benefits

Combat Training: Warmages use the attack bonus of a fighter of their level, even when the character is not multi-classed.

Resilient Caster: If a warmage's spellcasting is disrupted, the warmage may save vs. paralysation. If successful, he is able to finish the spell, regardless of any damage he suffers.

Special Hindrances

School Restriction: Warmages can only learn spells from five schools of magic. To determine which schools are unavailable to him, either choose or roll 1d8 three times, where 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, and 8 = alteration. If the same result occurs twice, roll again.

Wealth Options: Standard.

Witch

The gith witch is a defiler or priest who acts as an adviser to the leader of a gith tribe. In addition to commanding arcane or divine magics (or sometimes both), the witch can call upon the spirits of the land for aid. This is not an easy relationship – the witch does to ask them for assistance. She commands it.

Within gith tribes, the witch is respected for her power and influence. In broader Athasian society, her role is unknown, but those who understand the significance of the spirits of the land would be appalled at the power she wields over them.

The gith witch's power can sometimes work against her, particularly if her chieftain is slain or if an ambitious tribesman schemes to usurp her place at his side. If the tribe becomes convinced that the witch is no longer favoured, they may expel her, with the threat of execution if she returns. This is one way that a gith witch might link up with an adventuring party.

Recommended Weapons: A witch must be proficient in her tribe's weapon of choice (as decided by the DM). Wizards and psionicists do not have to pay an extra slot if this weapon is not on their class list.

Recommended Non-weapon Proficiencies: Alchemy, herbalism, intimidation, omen reading.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (arcanology or cosmology), spellcraft.

Equipment: The only weapon the gith witch can purchase initially is her tribal weapon (see above). She must spend all of her remaining money when created. She can purchase only equipment that would normally be available to her tribe.

Special Benefits

Spirit Lore: The gith witch receives one special ability from the list overleaf. The special ability is chosen when the character is first created and can never be changed.

1. The witch can manufacture a **protective talisman** once per week which grants the wearer *protection from evil*, identical to the effects of the 1st-level wizard spell for a full day. *Dispel magic* or a similar spell permanently cancels the magic of that particular talisman. The witch requires one hour to manufacture a talisman.

2. Once per week, the witch can construct a **cursed effigy** of any single victim of her choice. The effigy must contain a lock of hair, a fingernail, or other small piece of organic material from the victim. It takes the witch one hour to make the effigy.

Whenever the witch "injures" the effigy, the effigy and the victim both take 1d4 damage. The effigy lasts for one week, or until it takes 10 points of damage or is subjected to *dispel magic* or a similar spell.

3. Once per week, the witch can command the spirits of the land to **foretell the future**. This requires one turn of meditation. The DM should reveal the appropriate information, according to the table below, or roll 1d10 if he is unsure of what lies ahead.

d10 Roll	Result
1–2	*Ill Omen*: For the rest of the day, all party members suffer a –1 penalty on attack and saving throw rolls, a +3 penalty on reaction checks, and their encounter chance is doubled
3–4	*Great Danger Exists*: For the rest of the day, the party suffers a +3 penalty on reaction checks and their encounter chance is doubled. Opponents have a +1 to hit
5–7	*Neutral Omen*: The information is vague. No special modifiers apply
8–9	*Favourable Omen*: For one day, the party's movement rate is increased by 50% and opponents have a –1 to hit.
10	*Auspicious Omen*: As per Favourable Omen, and all party members gain a +1 on saving throws.

Special Hindrances

Anger of the Spirits: Once per week, the witch must save vs. death magic. If she fails, she has angered the spirits of the land with her meddling, and suffers a –2 to hit, damage and on saving throws, and casts spells as if she were two levels lower. This penalty lasts for one full day.

Wealth Options: A gith witch starts play with (1d4+1) x 15 cp. As noted above, she must spend all of this money on items available only in her tribe and discard any excess. Later, she can acquire wealth as normal.

Half-Elf Kits

Charlatan

Half-elves are often treated as outcasts by their elven and human parents alike. Even when admitted to a community, they are seen as outsiders. The half-elf charlatan responds to this widespread scorn and suspicion by using their talents for ill gain.

For the charlatan, defrauding the people who disdain them is a sure way to make them pay for their offences. The charlatan did not ask to be an outcast. But this is the way of life on Athas. And so now the charlatan will make everyone pay for their prejudice and intolerance.

Some charlatans took to this life early, seeing from a young age that they could turn their skills to larcenous ends. Others came to the realisation later in life, clinging to the hope that they would eventually receive fair treatment until one abuse too many convinced them that there was no other way.

Charlatans employ a variety of ruses. For some, it's simply a matter of fast talking merchants to get a quick discount. Other charlatans devise more elaborate schemes, infiltrating organisations, deceiving and blackmailing officials, and spinning vast webs of lies to earn a dishonest wage.

Charlatans, unsurprisingly, make enemies. This, as much as discovery, is the prime risk that they face. No con lasts forever and victims of fraud have long memories. On Athas, vengeance is as impossible to avoid as the desert sands. The wise charlatan always watches his back.

Recommended Weapons: Charlatans rely on small weapons that can easily be concealed and deployed at need. Some cons rely on large weapons for a cover story, but ease-of-use is the charlatan's main concern.

Recommended Non-weapon Proficiencies: Appraising, bureaucracy, cryptography, disguise, expression (any), gaming, information gathering, intimidation, prestidigitation, reading lips, taunting.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Bargain, Etiquette.

Equipment: Charlatans choose their equipment to support their latest scheme. They are more concerned with practicality than appearances (unless the con requires a certain demeanour). The charlatan bears this in mind before all else.

Special Benefits

Contacts: Charlatans cultivate a network of contacts as part of their many scams, using them to gain information and calling upon them for favours as the need arises. A charlatan starts play with one contact in one city, as chosen by the player with the DM's approval. The contact is a source of information in their area of expertise and provides the charlatan with appropriate guidance. The charlatan can call on his contact for small favours from time to time or can ask for a major favour once per contact. Small favours are minor impositions or inconveniences, while a major favour is a favour that causes the contact significant personal loss or danger.

Once he has received a major favour or 3–6 (1d4+2) small favours, the charlatan can no longer use that contact for favours, although he may still gain information, if the contact somehow can be convinced to part with the information. The DM will adjudicate the charlatan's acquisition of new contacts, but typically a charlatan can expect to attract a new contact each level.

Fast Talk: Charlatans are masters of distraction and misdirection, of conning others into a certain course of behaviour. This ability functions like the trader ability of the same name. It is impossible to fast talk player characters, targets with Intelligence 3, or targets with Intelligence or Wisdom 20.

Fast talk requires a Charisma check. Apply the target's Insight Bonus and Will Bonus to the result, as well as a situation penalty:

A *routine situation* includes receiving up to 10% more or paying 10% less for an item than it's worth, or persuading a target to believe a plausible falsehood. A routine situation is a normal Charisma check.

A *moderate situation* includes getting 30% more or paying 30% less for an item than it's worth, persuading a target to believe an implausible lie, or convincing a band of raiders of equal or lesser level not to attack. A moderate situation is a Charisma check at –3.

A *very difficult situation* includes receiving 50% more or paying 50% less for an item than it's worth, convincing a target of an obvious lie, or talking higher level opponents out of making an attack. A very difficult situation is a Charisma check at –6 or more.

If the charlatan already has this ability (through being a trader, for example), he receives a +4 bonus on his Charisma check.

Special Hindrances

Enemies: Charlatans can't help but make enemies – it's a trade hazard when you spend so much time defrauding people. A charlatan has 1d2 enemies of low level and will probably make more as time goes by. Old enemies may grow stronger as the charlatan gains levels. Good choices might include other charlatans, templars, nobles, merchants, criminals, elves, and auditors. The DM should judge when and where enemies show up. Their actions may range from spreading nasty rumours about the charlatan to deadly attempts on his life.

Wealth Options: Standard.

Exiled Survivor

Elves often drive out a tribe member who gives birth to a half-elf child, a fate tantamount to a death sentence. The exiled survivor is the child of just such an individual. Cast out with their elven parent, they have been forced to develop a broad range of skills in order to survive.

Without the support of a tribe, elves and their offspring find it very hard to endure the Athasian wastes. However, when raised in this situation, a child adapts quickly, learning to get by on far less than others would find feasible.

Some survivors cast in their lot with the slave tribes that dot the deep desert. Here, if one can contribute, one can find a home. Others turn to the city-states, eking out a living in the slums or hoping to find refuge with their human parent.

Many exiled survivors carry a deep weight of guilt with them. Some are blamed by their elven parent for the simple fact of being born, as if this were a crime that justifies their shared exile. For many, this leaves deep scars that never heal, meaning the exile remains a loner, even when they find a home.

Recommended Weapons: The exiled survivor learns to craft their own simple weapons, but prefers to have a decent choice of armaments to ensure that they are ready to meet any challenge.

Recommended Non-weapon Proficiencies: Animal handling, appraising, bargain, etiquette, gaming, herbalism, hunting, information gathering, language (modern), running, tracking.

Bonus Weapon Proficiencies: The exiled survivor receives one free fighting style specialisation.

Bonus Non-weapon Proficiencies: Craft (any), endurance, knowledge (any), survival.

Equipment: Exiled survivors are able to craft a variety of simple gear, but (as with weapons), understand the importance of being well-equipped wherever possible, in order to survive in the harsh world of Athas.

Special Benefits

Improvisational Genius: An exiled survivor can craft a suit of standard light armour, one size S weapon that does not require metal, or one non-metal item of equipment valued at 100 cp or less with one day's work.

Meagre Rations: The exiled survivor only needs 1/2 gallon of water per day when active.

Special Hindrances

Loner: The exiled survivor's Charisma score is treated as being four points lower for the purpose of reaction checks, maximum henchmen, and retainer loyalty. For all other purposes (including Charisma checks), the score is treated as being at its normal value.

Wealth Options: The exiled survivor starts play with only half the normal starting funds for their class. Roll starting money as usual, then divide the result by two.

Heartless Mercenary

The heartless mercenary is a half-elf who was never able to find a practical line of honest work in their community, and so resorted to a less noble means to make ends meet – she became a professional killer.

Although swords-for-hire are not uncommon on Athas, the heartless mercenary doesn't stop there. She has made a name for herself as a particularly ruthless and brutal executioner. All the rage and sorrow that come from being neither of the elven nor the human world, all the rejection and shame that come with her outcast status, are channelled into a chilling bloodlust.

Many heartless mercenaries operate openly, using their true names and identities. They do not care who knows who they are – indeed, they thrive on the notoriety. But others hide their real names and pasts, either from a sense of shame or guilt, or from a desire to protect their families from retribution at the hands of their victims' relatives. And some, of course, prefer to hide their identities out of pure self-preservation.

Those who conceal their true selves still have a false name by which they are known, on which their reputation as a cold-blooded killer rests. But they may also try to preserve something of a separate life, keeping their murderous profession hidden from those close to them.

Some heartless mercenaries try to leave the killer's life behind. They may take work as bodyguards, join town militias, or even sign up with adventuring parties in an attempt to distance themselves from who they were. This is a difficult endeavour, of course. Their pasts and reputations often follow them, a constant reminder of all they have done, all the blood they have shed. And even when they can evade their past, they cannot evade the memories, and the nightmares they bring.

Recommended Weapons: The heartless mercenary chooses their weapons based on several criteria. First and foremost, they choose weapons that can kill, quickly and efficiently, dealing high levels of damage. But they also choose weapons that make a statement, that are exotic or unusual, or serve as a calling card.

Recommended Non-weapon Proficiencies: Armour optimisation, gaming, information gathering.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: As with weapons, the heartless mercenary chooses gear for effectiveness but also to match her signature style. She might dye her armour a particular colour, have emblems that she leaves on the bodies of her victims, or daub her face in intimidating warpaints or tattoos.

Special Benefits

Killing Stroke: Once per day, a heartless mercenary can pour all of her cold-hearted hatred into one attack, dealing a particularly cruel and effective blow. When using this ability, she automatically deals maximum damage with a single attack from a melee or missile weapon. She still has to roll a successful attack with the weapon – but if the attack hits, she does not need to roll for damage. It will automatically be the maximum possible amount. This ability never causes weapon breakage.

Murderous Reputation: The heartless mercenary is known for her lethal efficiency. She can use her intimidation non-weapon proficiency to strike fear into the hearts of those she confronts. If she makes a successful intimidation check, the target of that check must save vs. paralysation or suffer a –2 penalty to attack rolls, saving throws, and morale checks for 1 turn. Even if the target makes their save, they still suffer a –1 penalty to the above rolls.

Special Hindrances

Feared: The heartless mercenary's reputation makes her feared by other folk. She suffers a –3 reaction penalty. Reactions to her cannot improve beyond Cautious.

Haunted: The heartless mercenary is haunted by her deeds. She may claim (and even believe) that they have no effect on her, but still the darkness of what she has done follows her. When she wakes each day, she must make a saving throw vs. paralysation. If she fails, she is haunted by dreams and visions of what she has done, and suffers a –2 penalty to all attack, damage, and saving throw rolls for the remainder of the day.

Wealth Options: Standard.

Half-Giant Kits

Brutal Thug

Half-giants have an unfair reputation for being dim-witted bruisers who only care about pounding smaller folk into the dust. Not all are lumbering oafs, good for little more than casual murder, their fists several times larger than their brains. The brutal thug, however, is exactly that kind of half-giant.

Brutal thugs have taken enthusiastically to their stereotypical role in life. They know that they are bigger and stronger than anyone else around and they love it. These half-giants make the most of their incredible physical prowess, and take a grim delight in demonstrating it at the slightest provocation.

Many brutal thugs make their way into the employ of individuals or organisations keen to take advantage of these tendencies. Crime lords, bandit chiefs, and even merchant houses have these startlingly aggressive half-giants on the payroll. More discerning employers know that half-giant thugs are more trouble than they are worth, and steer clear.

Some of these half-giants try to find other paths in life, striving to leave behind their uncaring past. Of these, a fair few make their way into the ranks of adventuring parties, where they find ample opportunity to put their skills to use in service of a more meaningful cause.

Recommended Weapons: Half-giant thugs begin play with only two weapon proficiencies, one of which must be a greatclub. The thug acquires weapon proficiencies at the normal rate thereafter. Thugs favour large weapons that convey their message swiftly and simply. They are not given to flashy, gladiator armaments. A huge stick or overly large rock will do fine, thank you very much.

Recommended Non-weapon Proficiencies: The brutal thug begins play with only one non-weapon proficiency, which he receives free of charge – see below. Following this, the thug acquires non-weapon proficiencies at the normal rate.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: The brutish thug begins with padded or leather armour, usually a little more than a large hide with a hole in the centre, slipped over his head to hang down his body. A brutish thug rarely uses a shield; it interferes with smashing things.

Special Benefits

Mental Resilience: The brutish thug saves at +2 vs. mind-affecting magics, due to targeting difficulties.

Thick Hide: The brutish thug receives a +4 natural Armour Class bonus.

Wild Brawl: When unarmed, the brutish thug can fly into a rage, flailing madly at a single target. Roll to hit once to determine if these attacks find their mark. Damage is 2d6 plus Strength Damage Bonus.

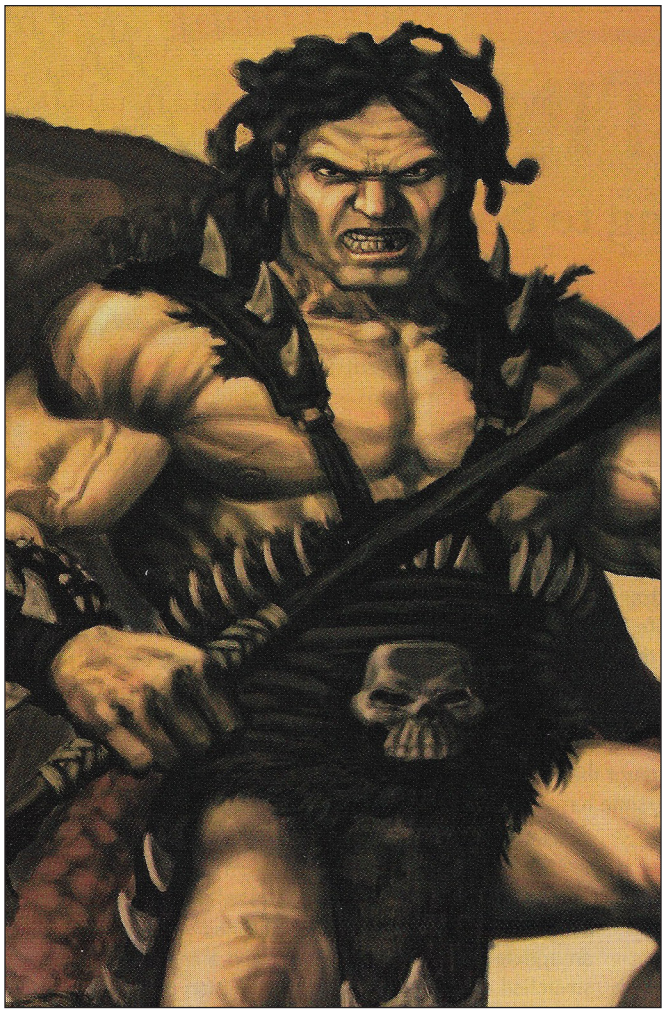
Special Hindrances

Language Limit: The brutish thug can only ever learn one language.

Limited Magic: A brutish thug cannot use magical items that require command words or concentration.

Lumbering: The brutish thug has movement 12.

Wealth Options: Standard.



Feral Raider

The feral raider is a half-giant who has made their way through the world plundering villages and settlements for water, food, and other supplies. Usually part of a slave tribe or outlaw band, they have carved a trail of blood across the Tablelands.

The feral raider might have continued in this manner, but something changed the course of their life. They abandoned their raiding ways and sought a different path, albeit still one that made good use of their martial abilities. For some, this involved joining a settled community, or even finding employment in the city-states. Others, of course, took up the adventuring life.

The reasons for this change of heart are many. Often, a raiding band simply crosses path with a more powerful enemy, with the survivors scattering to the winds. But others have abandoned the raider's way after realising how much suffering they had caused.

Whatever path they now follow, feral raiders are shaped by their experiences. They still possess fearsome fighting skills – they are known for their rock-throwing ability, like the giants of the deep desert – and are most content in a life that allows them to still use these, although preferably without as much wanton suffering.

Recommended Weapons: The feral raider is skilled in throwing rocks and always has a few to hand. Beyond this, he defaults to melee weapons over missile, as these allow him to make use of his ability to deliver ferocious attacks.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, hunting, intimidation, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Running.

Equipment: Feral raiders travel light, preferring light armour, to make most effective use of their special benefits, but are quite capable of fighting in heavier gear.

Special Benefits

Ferocious Attack: The feral raider's ferocity tends to overwhelm almost any opponent rapidly. On the first round that he closes to melee, he may declare a ferocious attack. He gains a –2 bonus to initiative and +2 to all melee attack and damage rolls that round. However, he is unable to defend himself effectively, suffering a –2 AC penalty during that round.

Rock Throwing: The feral raider has learned the rock throwing techniques of his giantish forebears and gains a +1 bonus on attack rolls when throwing rocks. The half giant can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 100 feet. Each rock inflicts 2d6 damage.

Special Hindrances

Travelling Light: The feral raider prefers to wear light armour where possible. If forced to wear medium or heavy armour, he loses the special benefits of this kit.

Wild Combatant: The feral raider takes little care in melee. Any time the feral raider misses an enemy in melee, he runs a 1 in 6 chance of accidentally striking an ally within 10 feet instead.

Wealth Options: Standard.

Noble's Guard

Many half-giants find themselves working as bodyguards and personal retainers, serving in the war band or palace guard of a great noble. Their great size and strength make them the perfect choice to watch over their "little master", defending them from all manner of ills. The skills learned in this profession mean that the half-giant is well-equipped to face life on his own, once he leaves this kind of employment behind.

For most, this kind of life meant service in a city-state. This service was not always voluntary – many half-giants are slaves – but some do choose this life willingly. Most served as personal guards to a human noble. Others were soldiers in the private armies of the great houses and merchant clans. All learned to fight and die in the name of their patron.

Half-giants with this background can move on to other employment more easily than most of their kind. If not enslaved, the experience of living on the fringes of Athasian nobility gives them a social mobility that other half-giants could never dream of.

Recommended Weapons: Noble's guards usually have their weapons decided by their employer. Those that move on to independent life carry this training with them. Two-handed swords, polearms, spears and the like are the most common choices.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, etiquette, heat protection.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Intimidation.

Equipment: A noble's guard starts play with one weapon chosen by their employer, and a suit of light armour at no cost. They are also given a uniform, waterskin, and off-duty smock.

Special Benefits

For the Master: The noble's guard receives a +1 bonus to hit and damage when defending their patron. Half-giants who move on to independent life designate who their patron is at the start of each day.

Take the Blow: When in combat, the half-giant can take damage intended for someone else by interposing himself between that person and the source of the damage (a sword blow, an incoming missile). The half giant can do this once per round.

Special Hindrances

Guidance Needed: The noble's guard is used to following orders. Unless he receives clear instructions in combat from someone else, he suffers a –2 penalty to all attack and damage rolls.

Slow Uptake: The half-giant follows his patron's lead and must act after his patron in initiative order when in combat.

Wealth Options: The noble's guard begins play with the maximum possible amount of starting wealth for their class.

Slave Labourer

The lowest form of employment for a half-giant is that of slave labourer. Many have spent their lives toiling for a master, using their great strength in a stone quarry or mighty endurance to work the fields. Some have been fortunate enough to leave this life behind, but find it hard to escape their past. Slaves – even former slaves – can expect little respect in Athasian society, and few treat half-giant slave labourers as anything other than property.

Prior to winning their freedom, slave labourers will have had all manner of masters. Many worked simple lives in fields or quarries, harvesting crops or hewing stone. Others will have managed to learn crafting skills, helping build stone edifices and monuments. Entire generations of slave labourers were born and died, just to complete Kalak's great ziggurat in Tyr.

Eventually, however, some slave labourers become free. Either they escape, fleeing a life of servitude, kill their masters, or are freed by them. Most find, however, that a life of freedom brings new challenges, and many struggle to shake off the shackles of servitude.

A significant number of former slave labourers take up the adventuring life, seek employment as paid labourers with merchant houses, or take off into the wastes to chance their luck among the dunes.

Recommended Weapons: The slave labourer uses whatever weapons are available, but favour those that reflect his previous experience as a labourer. Clubs, flails, knives and the like are all comfortable, familiar choices.

Recommended Non-weapon Proficiencies: Craft (any), heat protection, intimidation, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance.

Equipment: The slave labourer starts play with a simple set of clothes, a waterskin, and one basic weapon from the following list: blowgun, carrikal, club, dagger, flail (cavalry), knife, quabone, quarterstaff, or sling.

Special Benefits

Increased Endurance: Slave labourers have endurance on a par with muls and can work for great lengths of time, depending on the type of labour. Regardless of the type of exertion, eight hours of sleep will let a slave labourer become fully rested, ready to begin work again.

Type of Exertion	Time Before Rest
Heavy labour (stone construction, quarry work, running)	24 + Con hours
Medium labour (light construction, mining, jogging)	36 + Con hours
Light labour (combat training, walking encumbered)	48 + Con hours
Normal activity (walking, conversation)	Con days

Less Water: Slave labourers are used to surviving on less water than other half-giants. They only need two gallons of water per day when active.

Special Hindrances

Prejudice: Tattoos, brands, and other marks of ownership set a slave labourer apart as once having been property. Slave labourers can never acquire services or lodgings above Poor level and are treated as goods and chattel at every turn. They may also be arrested as runaways at the slightest provocation. They suffer a +2 reaction penalty from all but the most enlightened Athasians.

Wealth Options: The slave labourer starts with no funds, and only the equipment listed above.

Halfling Kits

Forest Hunter

The forest hunter is a halfling scout, adept at moving through the jungles of the Forest Ridge, tracking prey and trespassers. Forest hunters are very protective of their home region, working hard to keep it clear of intruders. Those whom they hunt will often never see them coming, until it is too late.

This retribution exceeds the mistrust that forest halflings already show outsiders. To a forest hunter, any affront against the forest is treated like an attack on a friend, not like the theft of a possession. They will even pursue those who have affronted the forest beyond its boundaries, seeking to exact vengeance far from home.

Forest hunters possess a deep curiosity that compels some of them to leave the forest behind and see what more there is to discover in the world. The opportunity to encounter new types of trees and map out hitherto unknown regions of forest and woodland is often enough to tempt a forest hunter into joining an adventuring party on a short-term basis, but he will always return to his home eventually.

Forest hunters are the most skillful hunters among their kind. When one returns to their settlement deep in the jungles, it is often with a large cache of fresh meat. Often the forest hunter can barter for all the other essentials of life, simply through knowing how to gain the bounty of the woods.

Besides hunting, forest hunters are adept at finding nuts, edible berries and other fruits, herbs, and roots. Many are fine cooks, able to serve up savoury soups and rich stews that would be the envy of any noble.

Recommended Weapons: The forest hunter must spend an initial proficiency slot on a missile weapon, and another on a weapon that can be made from wood, such as a club or a small quarterstaff.

Recommended Non-weapon Proficiencies: Acrobatics, animal lore, craft (bowyer/fletcher, cooking), expression (any), herbalism.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Hunting, survival (jungles), tracking.

Equipment: In addition to weapons, the forest hunter will rarely be found without a fire kit, a large waterskin, and a heavy cloak or blanket that can double as a bedroll. The forest hunter will always have a knife, even if it is too small to properly be considered a weapon, for marking trails, skinning small game, preparing meals, and whittling.

Special Benefits

Conceal Tracks: Forest hunters are adept at hiding tracks – both their own and those of their companions. By slowing his movement rate to half that allowed for the terrain type, a forest hunter can conceal all trace of his passage and, if he is walking in the rear of a party, a number of companions as well. To determine if the trail of a large party is effectively concealed, the player must make a successful tracking non-weapon proficiency check with a –1 penalty for each non-forest hunter in the party (with an additional –2 penalty for each mount accompanying the party).

If the tracking non-weapon proficiency check is successful, the track will be invisible even to a skilled tracker. Even though some characters may be riding instead of walking, this does not improve the forest hunter's chances to cover their tracks, as the added weight makes the mount's trail more difficult to conceal. The halfling will know whether or not his efforts have met with success.

Forest Tread: In addition to the normal halfling stealthiness, the forest hunter can move at full movement rate through tangled undergrowth. If he chooses to slow down to the normal movement rate, however, he can move silently through such terrain (no ability check necessary).

Special Hindrances

Light Gear: Forest hunters may only wear light armour, and many eschew armour altogether. Since metal makes so much noise in the woods, they will avoid carrying much of it on their person and will not use any metal weapon larger than an arrowhead, hatchet, dagger, or knife.

Outsider: Forest hunters are loners by trade, and unskilled in social graces. They suffer a +2 reaction penalty as a result. This penalty rises to +4 when the halfling is in a setting which calls for good manners and/or elegant dress.

Wealth Options: Standard.

Illusionist

The illusionist is a halfling wizard who is highly proficient in the use of illusion/phantasm spells. They rely upon their spells to protect their tribe and further its agenda in the forests of Athas. Adventuring illusionists use their spells to distract, confuse, demoralise, and harm their foes. Those who become mighty in their craft often rise to the rank of chieftain of their tribe. Most halfling chieftains of the Forest Ridge are illusionists.

Masters of deception and distraction, illusionists use their spells to disguise themselves and their spellcasting when in the Tablelands, where magic is feared. They cover their magic with illusions designed to fool observers into believing the magic is only normal sleight-of-hand.

Some become entertainers of note, invited to perform at the houses of nobles, merchants, and even templars. Most don't steal from such venues, but overhear choice information, and become friendly with their patrons. Information may be sold or given to an interested party for other considerations.

In their homeland, illusionists act as scouts and messengers while remaining hidden within the forests. They work tirelessly to safeguard their tribe, knowing that some day their skills may allow them to rise to the position of greatest responsibility among their people.

Although they follow the basic rules for preservers, most spells a halfling illusionist learns are illusions. They mostly choose alteration or enchantment/charm magic to complement their illusions.

Only preservers are halfling illusionists – to defile in the great forests is to invite death. Some illusionists who have left their homeland can be found as entertainers, either hawking their "show" in the elven market or performing for nobles, but these are rare.

Illusionists must have an Intelligence score of at least 13 and a Dexterity score of at least 15. Moreso than other wizards who might use illusion spells, those who take this kit must dedicate themselves to the constant practice and observations that make illusions realistic.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Etiquette, information gathering, knowledge (agriculture), languages (modern), literacy, observation, omen reading prestidigitation, spell concealment.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Disguise, spellcraft.

Equipment: Standard.

Special Benefits

Honoured: Halfling illusionists are greatly respected among their own kind. When dealing with any halfling, the illusionist gains a –3 bonus on his reaction check.

School Specialisation: Illusionists receive a +1 bonus to saving throws against all types of illusions, whether magically or psionically engendered. Others save against their illusions with a –1 penalty due to the complexity and refinement of the spells the illusionist creates.

The illusionist can prepare an extra spell from the illusion/phantasm school at each spell level and gains a +15% bonus when learning such spells. He can add a new illusion/phantasm spell to his spellbook when he reaches a new spell level and treats all illusion/phantasm spells as one level lower when attempting to create a new spell.

Tribal Support: Halfling illusionists can always find shelter, food, water, and assistance with their tribe. The illusionist can also arrange for up to one guest per level to receive similar aid, without them needing to worry about being eaten by their hosts.

While a tribe can always accommodate the illusionist, a large number of guests may strain the tribe's resources, and the illusionist should never bring more guests than the tribe can support, or the guests may find that they become the main course at a feast in their honour.

Special Hindrances

School Restrictions: Illusionists suffer a –15% penalty when learning non-illusion/phantasm spells and cannot learn spells from the abjuration, invocation/evocation, or necromancy schools.

Object of Fear: Non-halflings who know the character is an illusionist rarely trust him. Like elves, illusionists have poor reputations among the common folk, who see them as thieves and con men. Though most people have no idea the illusionist is actually a wizard, seeing him instead as a street entertainer or performer, they view the character as a leech who is giving legitimate business a bad name. Should the illusionist be revealed as a wizard, these people will do nothing to help him hide from templars or guards, and may even turn him in if the price is right.

Wealth Options: Illusionists begin play with (3d4+3) x 30 cp due to their respected status.

Nature's Protector

Nature's protectors are halflings – and usually druids – who have committed their lives to protecting the few natural resources left in the world. Their guardianship over places like the Crescent Forest and the Forest Ridge has granted them an almost totemic connection to the lands in their care. This connection gives the nature's protector a special bond with one species of animal native to her home forest.

Some inherited this task from their predecessors, following in a long line of druids in their tribe, while others assumed the burden on their own. All were called by the spirits of the land to step forward and help safeguard the last forests of Athas.

Generally, the nature's protector focuses her attention on her guarded lands. Some, however, spend time away from their guarded lands, tending to the troubles of the forests wherever they find them. And those who leave the forests behind in their times of wandering continue to carry this responsibility with them into the wider world.

For the nature's protector, all of Athas is in need. And it is her place to answer this need, however she can.

Recommended Weapons: Quarterstaff, spear.

Recommended Non-weapon Proficiencies: Animal lore, knowledge (agriculture), mountaineering, navigation, survival, tracking.

A nature's protector starts play with one less non-weapon proficiency than would be normal for her class.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: None.

Equipment: The nature's protector must spend all of her starting wealth, barring a single ceramic piece. All excess funds are discarded.

Special Benefits

Totem Insight: A nature's protector receives a +4 bonus to any healing, animal handling, or animal lore proficiency checks related to her totem, assuming that she has those non-weapon proficiencies.

Totem Shapechange: A nature's protector has a special totemic bond with one type of forest animal and can shapechange into the form of this totem animal a number of times per day equal to her experience level divided by three (rounded down), plus one. This ability functions as normal druidic shapechanging, except that the character does not regain hit points when shapechanging into or out of the totem form.

A nature's protector who is a druid can use this shapechanging ability in addition to her druidic shapechanging powers.

Totem Tongue: A nature's protector can communicate freely with normal or giant examples of her totem animal species (as with the *speak with animals* spell).

Special Hindrances

Skill Restriction: A nature's protector begins play with one less non-weapon proficiency slot than normal, as a result of spending so much time in animal form. She acquires non-weapon proficiencies at the normal rate thereafter.

Totem Rage: If the nature's protector ever sees a member of her totem animal's species come to harm, she flies into a rage, attacking the individual(s) who killed the animal without cease, until she or they are dead.

Wealth Options: Nature's protectors begin play with half the normal starting wealth, as they have a less pressing need for money due to the amount of time they spend in animal form. Roll the standard amount and divide the result by two.

Renegade Mercenary

For some renegade halflings, splitting off from the dominant halfling culture is not enough. There are those among the renegades who have turned away from their people entirely, abandoning their tribe to find their fortune in the human cities.

Deemed a renegade by every halfling, these self-imposed outcasts sell their skills to merchants, sorcerer-kings, slave tribes – anyone who meets their price. They usually desire to be paid in coin, but other renegade mercenaries have stranger tastes. The halfling love of fresh meat is well-known, and some mercenaries expect to be paid in kind.

The reasons for a renegade halfling to leave his tribe – the only people in the world he can trust – are many. In some cases, it is because that tribe was wiped out and he is now the last of his kind. Or perhaps a blood feud rose to such intensity that he was forced to flee. Or he may even have transgressed the law of the tribe and turned on his own people, and was driven into exile.

Some renegade mercenaries look longingly backwards in life, wishing for a chance to return home. They may be struggling with regrets or guilt and looking for a way to make amends for past wrongs. But others embrace their freedom. Now the world is theirs, and no custom, law, or tradition can hold them back now.

Recommended Weapons: Renegade halflings carry whatever weapons are needed for the task they are hired for. They naturally prefer weapons they are used to – blowguns, missile weapons, nets, and small melee weapons – but are as versatile as any warrior.

Recommended Non-weapon Proficiencies: Animal handling, armour optimisation, craft (armourer, bowyer/fletcher, cooking, weaponsmith), endurance, gaming, knowledge (ancient history – specifically military history, heraldry), riding (land-based), sailor, survival.

Bonus Weapon Proficiencies: Any one, which may be spent as the renegade mercenary desires.

Bonus Non-weapon Proficiencies: Healing, herbalism, intimidation.

Equipment: The renegade mercenary may spend his starting money on whatever sort of arms, armour, and equipment he chooses, but receives everything for half price. The remainder is paid for by his employer. If he has no employer when he starts play, then the mercenary pays full price for all gear.

Special Benefits

Powerful Patron: As an employee of a powerful patron, the renegade mercenary receives food, water, and lodgings free of charge. If on official business for his employer, he does not need to pay any taxes or tolls – these are covered by his patron. The patron can also halve the time the mercenary spends in custody for any wrongdoing, assuming that the patron has political influence in the city where this happens.

If the mercenary is actually part of a city-state's standing army, he is completely immune to prosecution by any civilian authority – but can face court martial for his misdeeds.

The renegade mercenary receives a daily, weekly, or monthly wage, as agreed with his employer, according to the figures listed on page 188 of the **Campaign Guide**.

Special Hindrances

Powerful Enemies: The downside of serving a powerful master is that the renegade mercenary also shares that master's enemies. Any time that the renegade mercenary is in an area where his employer's enemies are active, there is a 3 in 10 chance per week that he is noticed and recognised.

These enemies will then seek to move against him immediately. This might only result in an unpleasant brawl, or imprisonment for ransom. But it could end up with the renegade mercenary embroiled in a fight for his life because of who he serves.

If the renegade mercenary chooses to disguise himself, this will help, but he will also lose the benefits of being a recognisable agent of a powerful patron.

Wealth Options: Standard.

Shaman

Shamans are common among the halfling tribes of the Tablelands. Belgoi, gith, giants, nomadic humans, and thri-kreen are all likely to have a shaman in their settlements – this kit can be modified for use with those races as well. Usually, these priests live a short distance away from native populations, rather than in their midst. This helps them to maintain an air of mysticism.

A halfling shaman makes the same pact as other clerics, but views the elemental beings granting his power as literal gods. Many earth shamans are known to worship the "God of the Mountain," for instance. That deity does not exist, but entire cultures have arisen based on such false beliefs. This is the chief distinction between a halfling shaman and a tribal priest – the latter knows that they follow the elements, whereas the shaman believes in a hierarchy of supernatural divine entities. Some halfling tribes have traditional elemental priests, but shamans are far more common

The tribe's environment usually dictates with which element the shaman allies himself. As most halflings dwell in the Forest Ridge and the Ringing Mountains, air, earth, rain and water affiliations are most common. Renegade halflings who dwell in the open desert are more likely to favour sun, and those who dwell near the Smoking Crown pay fealty to fire and magma.

The halfling shaman is alchemist, medicine man, spiritual leader, and witch doctor, all combined in one mysterious, and often frightening, person. He or she is expected to provide healing, watch over births, conduct funeral ceremonies, and generally provide for the tribe. Player characters are rarely shamans, but if they are, they should have to explain why they have deserted their responsibilities for the sake of mere adventure. Perhaps they are on a vision-quest or seeking something that will be of use to their tribe, or perhaps they are seeking vengeance for some wrong done to their people.

Halfling shamans are almost always lawful, but can be good, neutral, or evil in nature. Evil shamans are feared by their tribes, and they use this fear to cultivate fanaticism and respect.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal lore, etiquette, knowledge (agriculture, religion), language (modern), mountaineering, navigation, omen reading, riding (land-based), survival, water find.

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Healing, herbalism, intimidation.

Equipment: Standard.

Special Benefits

Detect Magic: Halfling shamans' spiritual sensitivity allows them to feel when there is something magical in the vicinity, as per the first-level priest spell of the same name. They have a 10% chance per experience level to determine the sphere of the magic involved. The shaman can use this power once per day per level.

Prophecy: With this power, the halfling shaman can see visions of the future, which they believe are sent by their deities. Once per day, the shaman can enter a trance (by meditation, drumming, ingesting sacred plants etc.) lasting ten turns: if the shaman is interrupted before the ten turns are done, the trance is prematurely broken and the priest receives no vision.

This power is primarily a tool for the DM to give the priest clues about the future which guide the adventure without giving the priest an overwhelming advantage in the campaign. The visions are short and symbolic. If he sees a rat fighting a serpent to the death, the animals may represent mighty armies which bear those creatures on their flags, or may represent two characters with traits similar to those animals. The visions will always be useful, however, and always relevant to matters of importance to the shaman and his people.

Special Hindrances

Conjunction Ban: Because the halfling shaman does not worship the elements in the traditional manner, he loses the ability to enjoy a power conjunction when near his element.

Reputation: The halfling shaman is imposing and strange and worships the elements "all wrong" (ie, civilised folk and priests recognise that his rites are unlike theirs). Therefore, he suffers a +2 reaction adjustment from all civilised folk and those who follow the elements in the standard fashion (NPCs, that is; PCs can decide for themselves how they react to him).

Wealth Options: The halfling shaman starts out with 3d6 x 5 cp. After the campaign starts, he will encounter money, and the player may decide either that he likes the stuff or rejects it as a stupid city-human idea.

Halfling, Rhul-Thaun Kits

Chahn Terrorist

The Chahn are young radicals who seek to overthrow rhul-thaun society, leadership, and traditions. They reject the ancient precepts on which rhul-thaun society is founded: ritual, clans, and most importantly, the isolationist policy of staying on the cliffs. They do not see themselves as terrorists but rather as freedom fighters struggling against the forces of stagnation and oppression.

The Chahn want the rhul-thaun to forget the ways, beliefs, and taboos of the past and progress into the future. Chahn want to explore the outside world to see for themselves what has happened in the thousands of years since the time of the rhul-thaun's ancestors.

Some of these halflings do not believe that violent means are the way to effect change. These are not the evil, murderous individuals most people think of when they reflect on the Chahn. Nevertheless, they believe that action must be taken to stimulate a stagnant society and that change is necessary for the rhul-thaun to thrive in this harsh world.

As far as the rest of the rhul-thaun are concerned, the Chahn are criminals, wanted by the lawkeepers for their terrorist acts and radical beliefs. Even though not all Chahn members believe in violent or evil action to achieve their goals, they are all implicated by their association with those who have no such reservations.

Recommended Weapons: Characters using this kit must take dagger and garrotte as proficiencies; these are easily concealed weapons.

Recommended Non-weapon Proficiencies: Cliff fighting, knowledge (local history), language (sign).

Bonus Weapon Proficiencies: Blowgun, short bow.

Bonus Non-weapon Proficiencies: Forgery.

Equipment: Chahn receive an organic knife, organic mace, or an armblade at start of play.

Special Benefits

Contacts: Chahn can leverage their contacts with other Chahn members to access equipment, information, and favours if performing a task for the organisation.

Fanatical Combatant: Chahn receive a +1 bonus on attack rolls, proficiency checks, and saving throws when performing actions they believe will help overthrow the current social order.

Special Hindrances

Mistrusted: Chahn fanaticism causes other rhul-thaun to impose a +3 penalty on all reaction rolls against the character if the Chahn affiliation is known.

Wealth Options: Standard.

Climber

Climbers are those who make their living by scaling the cliff walls and crossing the distances between the villages found on the ledges. They often use ropes, spikes, and harnesses, but are also skilled at climbing without relying on such equipment.

Although not all climbers are alike, they are generally self-sufficient and some even take this self-reliance to the extreme and become overconfident. Although a climber could easily be a part of an adventuring party (for adventures on the cliffs, a climber is necessary), they generally stick together. Some work in small groups, and most fraternise with other climbers when not working.

Many settlements have safehomes (rhul-thaun taverns and inns) that cater specifically to climbers and their generally rough tastes. Climbers provide a vital role in rhul-thaun society, and most people regard them as rough, rugged, and extremely capable.

Recommended Weapons: Climbers never use heavy or unwieldy weapons, therefore starting out with either a dagger or spine thrower.

Recommended Non-weapon Proficiencies: Acrobatics, cliff fighting, hunting, navigation, survival, tightrope walking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Mountaineering.

Equipment: Every climber starts out with the tools of his trade: 200 feet of organic rope, 10 organic climbing spikes, an organic mallet, and a grasping hook.

Special Benefits

Fast Climb: Climbers can climb safely (using either their climbing ability or mountaineering proficiency) at twice the normal speed for 1 minute per Constitution point.

Light Load: Because of special packing techniques, climbers can carry 150% of their normal weight allowance without becoming encumbered.

Special Hindrances

Vertical Perception: Climbers are so adapted to a vertical environment that they sometimes have problems with horizontal distances. Reduce ranges on all missile weapons by 25% for those using this kit.

Wealth Options: Normally, beginning climbers must invest their money in equipment. Reduce the starting money roll by 1d4 for climbers.

Wind Dancer

Wind dancing is an art form that combines dance and acrobatics into one graceful, athletic frolic between the spires and up the walls of the cliff towns. Wind dancers are rhul-thaun who have made that art the focus of their entire lives.

Wind dancers seem to sail up, and up, and up at heart-stopping speeds, tumbling, hands hardly touching stair rails; leaping, feet skimming over bridge supports, and always, always, climbing toward the stone-covered sky. These are the ones wealthy merchants sometimes hear tap-dancing above them in their pinnacle homes.

Wind dancing is lucrative as well, for when they finally return to earth they find that respect for their skills has been paid in full coffers of contributions. They also take on less savoury assignments if the price is right and individual ethics permit.

Every society has its artists, bards, and rogues. The rhul-thaun have wind dancers. These performers are self-taught, though occasionally an experienced artist takes on a promising amateur in an informal apprenticeship. These masters of the ceilings play to the crowds at festivals, special occasions, or whenever they feel like it.

Recommended Weapons: Like climbers, wind dancers shy away from heavy weapons for practical reasons, starting out with either a dagger or spine thrower.

Recommended Non-weapon Proficiencies: Acrobatics, navigation, tightrope walking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Expression (dance), mountaineering.

Equipment: Wind dancers begin their practice with two organic grasping hooks and two quick-release suction gauntlets specially designed to hold smooth surfaces.

Special Benefits

Rapid Movement: Wind dancers climb walls and dance over bridges at three times normal speed, safely, for 2 minutes per Constitution point.

Enhanced Skill: Wind dancers receive a +15% bonus to their climb walls rogue skill.

Special Hindrances

Climate Intolerance: The wind dancers' working environment is one unexposed to weather, hostile creatures, or the Misty Border. When forced to operate in exposed conditions, all bonuses return to normal.

Weight Restriction: Because of their need to remain unencumbered, wind dancers halve their weight allowance.

Wealth Options: Wind dancers must first invest in equipment. Subtract 1d6 from rolls for starting funds.

Wind Rider

There is no more enviable position in rhul-thaun society than that of the riders of the wind. Soaring the skies on the back of a steed specifically designed and grown to serve its master and manoeuvre within the restrictions of the cliffs and mist is the dream of most young halflings.

Wind riders are carefully trained and highly talented. Mounted hunters, harvesters, and couriers, these individuals are capable, daring, and flamboyant. They are the swashbucklers of the Jagged Cliffs.

There is no reason why wind riders could not join an adventuring party, although most of their talents would be of little use in ground adventures. Still, one cannot ride the wind all the time and most riders' flamboyant natures stay with them even when on the ground.

Like climbers, wind riders fill an important niche in rhul-thaun society. They are envied and respected by virtually all members of their culture.

Recommended Weapons: A wind rider's first weapon proficiency must be a missile weapon.

Recommended Non-weapon Proficiencies: Acrobatics, hunting, navigation, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Riding (airborne).

Equipment: Wind riders rarely own their own mounts. They begin with no special equipment.

Special Benefits

Expert Rider: Wind riders operate on the backs of airborne mounts with no penalties.

Respected: Wind riders receive a –2 bonus to reaction rolls, and can usually find free food and shelter at an air temple (if one can be found). The priests of the air temple in Thamasku treat wind riders as special holy men and women.

Special Hindrances

Airbound: Wind riders may never develop a proficiency in riding land-based animals.

Combat Restriction: When fighting on solid ground, wind riders suffer a –1 to hit.

Wealth Options: Wind riders receive a bonus of 1d6 to their starting money roll. Unlike climbers, they have no equipment to buy and, in fact, are usually given great gifts by wealthy patrons when they officially become wind riders (in the hope that they will later give the patrons discounts or favours – a wind rider is a good friend to have on the Jagged Cliffs).

Jozhal Kits

Agile Blade

Jozhals, generally speaking, do not fare well in combat. But if pressed, they can take advantage of their small size and agility to develop some martial abilities worthy of respect. The agile blade is a jozhal (usually a warrior) who has specialised in hit-and-run tactics, darting in to strike at foes, then racing away before their victim has a chance to retaliate.

Agile blades form a significant proportion of jozhal raiding parties. No jozhal wants to be cornered, and the blades have turned the ability to escape from conflict into an art form. They train long and hard, working on their skirmish skills, honing their weapon use, until they become a highly mobile strike force.

The chief drawback of this relentless focus on rapid-response combat and weapons training is that agile blades are even more lightly built than other jozhals. Through lack of use, their claws become dull and their teeth less suited to biting and rending. They make up for it, of course, with their fast-paced melee abilities.

Agile blades are well-respected by other jozhals, who see them as daring and brave, courageous enough to chance toe-to-toe melee combat with opponents who could easily squash a less nimble jozhal into a pulp. The blades revel in this fame, allowing it to drive them to ever-greater risks.

Recommended Weapons: Because of their small size, agile blades never wield large weapons, and most prefer one or two size S weapons, dual-wielded for maximum damage potential.

Recommended Non-weapon Proficiencies: Armour optimisation, endurance, running, taunting.

Bonus Weapon Proficiencies: Agile blades receive one free fighting style specialisation from any one fighting style.

Bonus Non-weapon Proficiencies: None.

Equipment: Agile blades rarely carry enough gear to encumber them – it simply interferes with their rapid style of combat.

Special Benefits

Mobile Combatant: An agile blade receives a +1 bonus to hit, damage, and Armour Class when he moves at least 60' in a round.

Moving Target: The enemies of agile blades never receive free attacks against them when the agile blade flees combat.

Special Hindrances

Light Build: Because of their lighter build, the claws and bite of an agile blade only do 1d3 points of damage each.

Wealth Options: Standard.

Chameleon Assassin

Jozhals are known for their ability to change the colouration of their scales to match their surroundings, blending in and hiding from those who mean them harm or simply as a form of expression. Chameleon assassins are jozhals who have taken their control over their colouration to a level of extreme finesse – and made it a key part of their ability to slay their foes.

Chameleon assassins are often bards and use their increased camouflage skills to deadly effect. With this ability, a chameleon assassin can infiltrate the strongholds of their targets unseen, draw close, and deal a lethal blow or apply poison, slipping away again without ever being seen. Combined with the bard's natural stealthiness, this makes chameleon assassins some of the most effective killers in the Tablelands.

A considerable air of mystery surrounds the chameleon assassins in jozhal culture. Tales and legends have sprung up around them, turning them into spurious folk heroes – frowned on by jozhal authorities but lionised by those who see glamour in the darkness and are drawn to it.

Chameleon assassins are often found as members of adventuring parties. More than most jozhals, they have good reason to venture abroad. Most often, this is in search of or on the instructions of a client. But some are simply drawn by wanderlust and a knavish desire to see what the world has to offer them.

Recommended Weapons: Chameleon assassins favour small weapons that are easily concealed. As many make use of poison, the actual weapon is less important than its ability to deliver a lethal dose.

Recommended Non-weapon Proficiencies: Acrobatics, cryptography, disguise, herbalism, information gathering, language (sign), reading lips.

Bonus Weapon Proficiencies: The chameleon assassin receives weapon expertise in one weapon, free of charge.

Bonus Non-weapon Proficiencies: None.

Equipment: Chameleon assassins favour equipment that supports their current mission or appears innocuous and is unlikely to draw attention to their true identity. Whatever the case, they take care not to be encumbered, as this would interfere with their rogue skills.

Special Benefits

Light Tread: Because of their supreme command of their pigmentation, a chameleon assassin striking from camouflage inflicts a surprise penalty of –4 on their foes.

Perfect Camouflage: The chameleon assassin has virtually complete control over their colouration. If a chameleon assassin remains immobile, they cannot be seen by any observer, short of powers such as *true seeing*.

Special Hindrances

Supple Hide: The supple and flexible nature of the chameleon assassin's hide means that their scales are finer and less resilient. As a result, a chameleon assassin receives no natural Armour Class bonus.

Wealth Options: Standard.

Spellfilcher

A spellfilcher is a jozhal who has taken his race's curiosity of and love for magic to an extreme, developing the ability to steal spell energy while it is being gathered by other wizards. Through the powers of an obsidian orb, the spellfilcher steals this energy and uses it for himself. This makes spellfilchers extremely unpopular among the wizards of the Tablelands, but these voracious jozhal don't really care. Magic is there for the taking and if you can't hold onto it, you don't deserve to have it.

Spellfilchers develop these abilities through years of intense study, focusing on arcane theories and the inherent mystical powers of obsidian. They sacrifice a breadth of understanding of magic in order to achieve depth of insight, but consider it worth the sacrifice.

Indeed, so deep is their magical lore that spellfilchers are able to strengthen the jozhal's innate magic resistance, making themselves even harder to affect with magic. Although only a slight increase, it is enough to give the spellfilcher an edge when combating other wizards – something that happens fairly often, given the spellfilchers' tendency to steal magical energy right out from under other wizards' noses.

Despite their abilities, spellfilchers are mistrusted in jozhal society. Jozhals are curious about magic, but also wary of it, and anyone who studies it as deeply as the spellfilchers do is liable to draw suspicion. Their use of obsidian – a known tool of defilers – doesn't help matters either. Not that the spellfilchers care.

Recommended Weapons: Spellfilchers are not overly concerned with weaponry. They default to the standard wizard weapon list in most cases.

Recommended Non-weapon Proficiencies: Alchemy, knowledge (arcanology), literacy, spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Craft (gem cutting).

Equipment: Spellfilchers require an obsidian orb worth no less than 100 cp to leech energy from other wizards. They can either purchase one or craft one of their own using their gem cutting proficiency.

Special Benefits

Improved Resistance: The spellfilcher's highly focused understanding of magic means that his innate magic resistance rises to 15%.

Leech Energy: A spellfilcher is able to leech the life energy gathered by other wizards before they can use it to cast a spell. This requires the spellfilcher to have a better initiative total in the round than the target wizard, and then to hold his action until the other wizard begins casting.

At this point, the spellfilcher rolls a d20. He needs an 11 or higher to leech the energy from a caster of the same level. For every level above him that the target caster is, add one to the number he needs to roll. For every level above the target that the spellfilcher is, subtract one from the number he needs to roll. (In other words, it functions like a *dispel magic* check.) A roll of 20 is always a success and a roll of 1 is always a failure.

The spellfilcher can use the spell levels of the spell the target wizard was about to cast to power his own spells. He must use the spell levels the next round or they are lost. He can combine these leeched spell levels with his own or use them without tapping his own reserves.

The spellfilcher can attempt to leech energy once per day per point of Insight Bonus and he needs an obsidian orb worth at least 100 cp to do so.

Special Hindrances

School Restriction: What the spellfilcher gains in focus and understanding, he loses in breadth of lore. As a result, each spellfilcher loses access to one school of magic, as chosen by the player. He cannot cast spells or use magic items that rely on this school.

Wealth Options: Standard.

Lizardfolk, Marnitan Kits

Academy Prodigy

Deep beneath the waves of Marnita, the Last Sea, lies the city of Nesthaven (known as Undertown to the humans of Saragar). Here, in the home city of Marnita's lizardfolk, is the Academy, a school of psionics that explores the boundaries of the reptilian mind.

Students at this Academy are able to develop their minds to a considerable degree, becoming paragons of intellect and insight. They learn how to maximise their ability to communicate with others, overcoming many of the limitation that reptiles suffer when communicating telepathically with mammals and insects.

They can, however, become so cloistered that they lose some of the natural instincts common to most lizardfolk. Their heritage as predators and hunters is forgotten, in favour of more enlightened pursuits – something which Academy prodigies inevitably regret when they find themselves in battle.

Academy prodigies tend to be know-it-alls, and unhesitatingly offer their opinions even on matters they know little about. They have no issues with speaking their minds with unshakable confidence. When others disagree, the prodigy might lecture them on the error of their ways, welcome the opportunity for a spirited argument, or roll his eyes at his companion's blatant display of ignorance.

Recommended Weapons: Academy prodigies prefer not to enter into combat at all, if they can help it.

Recommended Non-weapon Proficiencies: Craft (gem cutting), crystal focus, harness subconscious, knowledge (any), meditative focus, power manipulation.

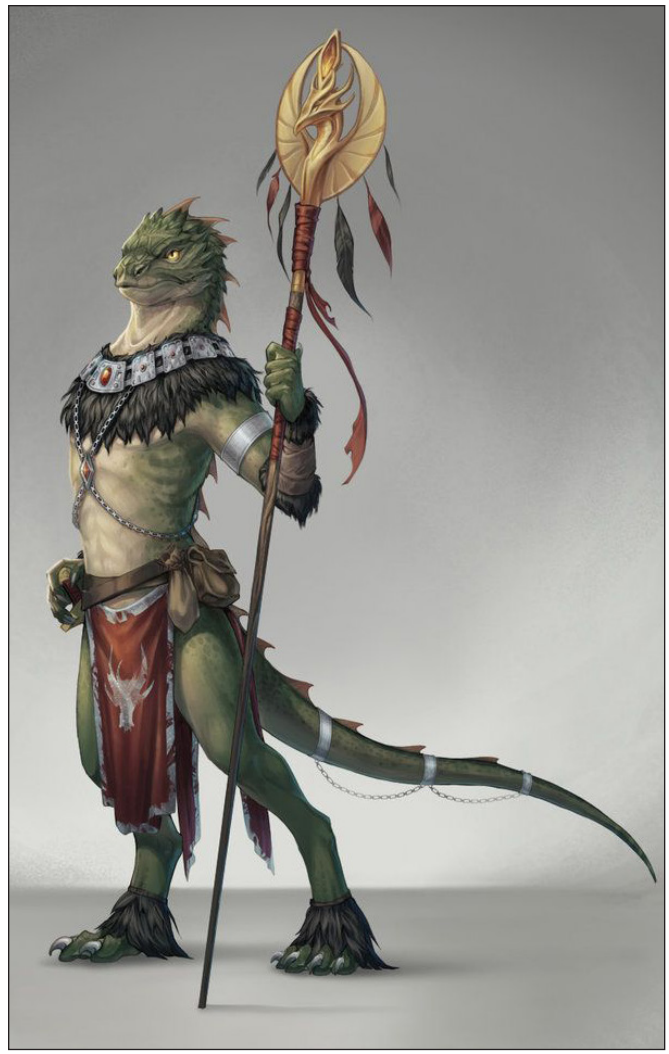
Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Psicraft, psionic detection.

Equipment: Academy prodigies have little use for general equipment, beyond that needed to survive. Some craft crystal foci, however, and adorn themselves with these.

Special Benefits

Expert Telepath: The Academy prodigy does not struggle to telepathically contact non-reptilian lifeforms as much as other lizardfolk do. The prodigy receives only the listed penalties (based on life order) instead:



Creature Type	Power Check
Fish, reptile, amphibian	–1
Bird, mammal	–2
Insect, other arthropod	–3
Monster	–4
Plant	–5

Supreme Intellect: The Academy prodigy receives a +1 bonus to all Intelligence and Wisdom checks.

Special Hindrances

Inept Combatant: Academy prodigies lack the training and instinct to make good hand-to-hand fighters and suffer a –1 penalty on all attack and damage rolls in combat.

Wealth Options: Standard.

Behemoth Hunter

These lizardfolk warriors have not forgotten their past, have not abandoned the way of the predator entirely. They prove themselves by hunting the great beasts of the wilds, of the deep, and answer the call of their ancestor's instincts with primal glory.

A behemoth hunter spends their life tracking and hunting the greatest creatures of land and sea. Chief among their quarry is the legendary squark – although to even touch this beast upon the nose is considered a rite of passage worthy of song. Few have managed even that, let alone actually battle the mythical horror.

Rather than be devoured by the squark, behemoth hunters hunt the great sharks of the Last Sea, the monstrosities of the Athasian wilderness, and the terrors of its airs, and bedeck themselves with the trophies of their kills.

A behemoth hunter would gladly accept the challenge of venturing beyond the lands of the Last Sea. There is a whole world out there filled with terrifying beasts of cataclysmic power. Who better than a behemoth hunter to track them down and slay them in glorious and bloody battle?

Recommended Weapons: Heavy weapons that deal increased damage against size L targets are favoured.

Recommended Non-weapon Proficiencies: Animal lore, endurance, navigation, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, tracking.

Equipment: Large weapons, nets, and snares are ideal.

Special Benefits

Giant Killer: Behemoth hunters receive a +2 bonus to hit and damage against creatures of size L or larger.

Ride the Worm: A behemoth hunter can cling to a creature of size L or larger with one hand and attack it without penalty using the other. The creature must save vs. petrification to dislodge the behemoth hunter, with a penalty of –1 per three levels of the behemoth hunter.

Special Hindrances

Tiny Insects: A behemoth hunter suffers a –2 penalty to hit, damage, and Armour Class against creatures of size S or smaller.

Wealth Options: Standard.

Kreel Lancer

In the waters of Marnita, the Last Sea, dwell the kreel – immense eels that are hunted and domesticated by the lizardfolk of that region. Some are bred as beasts of war to carry the lizardfolk into battle, and the kreel lancers are their riders.

Known for their bravery, kreel lancers are much-loved by other lizardfolk and, indeed, the folk of the Last Sea region at large. Even in the great city of Saragar, songs are sung about the courage of the kreel lancers and the deeds of heroism beneath the waves of Marnita. Kreel lancers can expect to find a warm welcome wherever they travel in the lands of the Last Sea.

This love is well-earned. The lancers are indeed great warriors, skilled with the lance, spear, and war-club, and face the denizens of the deep without flinching. Many are those lancers who have lost their lives rather than retreat in the face of overwhelming peril. They are the true folks heroes of the lizardfolk of Marnita.

It would be extremely rare for a kreel lancer to leave the lands of the Last Sea behind and seek adventure abroad. Without their kreel mount, lancers are no better than any other warrior, their lack of experience on dry land puts them at a disadvantage, and they cannot rely upon their reputations for support and shelter.

On the shores of Marnita and beneath its waves, however, one can hope for no finer companion than a kreel lancer, for there they are truly in their element and none can match their mastery of the deep.

Recommended Weapons: The chosen weapons of the kreel lancer are the lance (any type), the spear (any type), and the club.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, armour optimisation, endurance, etiquette, navigation.

Bonus Weapon Proficiencies: The kreel lancer gains a free weapon specialisation in any one type of lance.

Bonus Non-weapon Proficiencies: Etiquette, riding (water-based), swimming.

Equipment: The kreel lancer begins play with a kreel mount. If this mount dies, the lancer will have to acquire a replacement mount himself through play.

Special Benefits

Combat Skill: A kreel lancer receives a +1 bonus to hit with all lances, spears, and clubs.

Shelter: Kreel lancers have the right to demand shelter from anyone in the Marnita region. They may include one companion per point of Charisma Loyalty Base in this, gaining shelter for them as well.

Strong Willed: Kreel lancers receive a +4 bonus on saving throws against mind-affecting magic.

Special Hindrances

Close Combat: The kreel lancer cannot attack an opponent at range if he can instead charge ahead and attack him in melee. He has to be on the front line, meeting his foes face-to-face.

Prime Target: The kreel lancer must attack the enemy who is the biggest and most powerful-looking. If he's held up by lesser troops, he must dispatch them as quickly as possible and then get to his "real" opponent to prove his worth in battle.

Wealth Options: Standard.

Nikaal Kits

Ancestral Speaker

The nikaal believe that the spirits of their ancestors watch over them from the Gray and that by honouring their memories, these spirits will be saved from oblivion and will bestow good fortune upon their descendants. The ancestral speakers are priests – druids or clerics – who act as their mouthpieces.

Ancestral speakers foretell the future, interpret omens, and speak to the nikaal with the authority of those who came before. They are the keepers of folklore and mystery, the clerics of fear and superstition. They tend to be isolated even when they are part of a community.

Ancestral speakers deliver broad statements about the future to members of their tribe. They interpret these visions from the ancestors and help other nikaal to act on them accordingly. They provide guidance and often assist those they are compelled to present prophecy to. When they go on these vision quests, they may just watch to see how the prophecy comes to pass, or they may help it to unfold.

Because the nikaal have a very involved spiritual life, these priests take it upon themselves to administer to their fears and superstitious practices. For this reason, ancestral speakers are sometimes called "priests of fear." While it may appear to outsiders that they are just taking advantage of the nikaal's religious tendencies, ancestral speakers serve a legitimate purpose.

They counsel the nikaal on how best to work through their fears, teaching them to lead productive lives despite the many spiritual requirements of nikaal society that hang over them. To ignore the ancestors is to invite disaster and the wrath of the spirit world.

Recommended Weapons: Ancestral speakers are limited to weapons allowed to their type of priest.

Recommended Non-weapon Proficiencies: Healing, herbalism, intimidation, knowledge (cosmology, religion), spellcraft survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (ancient history), omen reading.

Equipment: Ancestral speakers have no specific requirements for equipment, but often carry mementos of their tribal ancestors, to help focus their minds when attempting to contact their spirits in the Gray.

Special Benefits

Ancestral Visions: Once per day, an ancestral speaker of 3rd level or higher can invoke minor insights from the ancestors. This functions like the *augury* spell.

Once per week, the ancestral speaker of 7th level or higher can contact the ancestors directly to ask for their insight. This functions like the *commune* spell.

Special Hindrances

Impersonal Adviser: Ancestral speakers will receive no clear visions regarding events in which they are fated to play an active role. Using a vision for personal gain immediately draws a *curse* (in the form of a penalty imposed by the DM).

Wealth Options: Ancestral speakers receive 3d6 x 15 cp.

Esoteric Psychic

Thoughtful, reserved, and extremely introspective, the esoteric psychic is devoted to self-enlightenment and sees the study of psionics as the key to spiritual awareness. The esoteric psychic enjoys nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with her inner self. The esoteric psychic is not necessarily a student of religion or philosophy; she seeks an awareness that can only be found intuitively.

The esoteric psychic is by no means a reluctant psionicist. Nikaal have no unified approach to the study of the Way, so each follows their own path to perfect awareness. The mental discipline necessary for the mastery of psionics is the perfect complement to self-knowledge.

Despite their lack of central psionic study, nikaal see esoteric psychics as seekers of truth, sensitive souls engaged in an inspiring spiritual journey. Esoteric psychics tend to be quiet and non-aggressive, their very presence soothing.

Esoteric psychics avoid combat whenever possible, but courageously rise to the occasion when their comrades are threatened. Only in the most extreme circumstances will the esoteric psychic intentionally take a life; however, she will kill if necessary to preserve her own life or the life of a companion.

Recommended Weapons: Esoteric psychics start play knowing only one weapon, chosen from the standard psionicist list.

Recommended Non-weapon Proficiencies: Craft (any), etiquette, herbalism, knowledge (agriculture, ancient history, psiology, religion), language (modern).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Psicraft.

Equipment: Standard.

Special Benefits

Esoteric Technique: The esoteric psychic receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed:

1. Once per week, the esoteric psychic can *feign death* as per the 3rd-level wizard spell; she can use this ability only on herself. The esoteric psychic can *feign death* for up to 24 hours, awakening at any time. To use this ability, the esoteric psychic must concentrate for 1 round.

2. Once per week, the esoteric psychic can project her astral form. The astral form has the appearance of a misty cloud in the shape of the caster. The astral form cannot attack, speak, or manifest powers, but it can fly at a movement rate of 24 (Manoeuvrability Class B) and can pass through the smallest opening or tiniest crack. The esoteric psychic's astral form can travel an unlimited distance from her physical body as long as it remains in the same plane of existence. The astral form is invulnerable to all attack forms, but *dispel magic* or a similar spell causes it to instantly return to its body.

While in astral form, the esoteric psychic's body is comatose, is subject to all regular attacks, and suffers damage normally. The astral form can remain away from the body for up to 24 hours. To use her astral form, the esoteric psychic must concentrate for 1 round.

3. Once per week, the esoteric psychic can use a special levitate self ability for one hour. Once initiated, the esoteric psychic can use this ability to levitate herself straight up in the air at a rate of 10 yards per round. She can stop, hover, descend, and ascend at will, though horizontal movement is not empowered by this ability (however, the esoteric psychic could push herself along a wall to move laterally). While levitating, the esoteric psychic can carry as much weight as she can normally. Unlike the *levitation* spell, the esoteric psychic using levitate self suffers no attack roll penalties with missile weapons. To use this ability, the esoteric psychic must concentrate for 1 round; no components are required. As soon as the esoteric psychic touches the ground, her use of this ability is over.

Special Hindrances

Meditation: An esoteric psychic must spend two consecutive hours per day meditating. These two hours must always occur at the same time of day. If the esoteric psychic does not do so or is interrupted for more than 1 round, the following day her psionic strength points drop to an amount equal to a psionicist of one level lower for one day.

Wealth Options: The esoteric psychic receives 3d4 x 15 cp.

Hidden Mage

Nikaal are never wizards. Everyone knows this. Yes, they are fascinated by sorcery, but no self-respecting nikaal would ever stoop to the study of such a fearsome and uncouth art. Except, of course, all of those scholars who do exactly that.

The hidden mage is a nikaal who has broken taboo and made a study of the arcane arts. So accepted is this phenomenon in nikaal society that it is almost a stereotype – everyone knows a story about a nikaal who surprisingly turned out to be a wizard. Nobody would admit to accepting such a breach of tribal norms, of course, but everyone knows it happens.

As a consequence, hidden mages seldom live among the masses, preferring instead to dwell in the wilderness where they can contemplate the secrets of nature without interruption. Living the life of a hermit, the hidden mage concentrates on purifying his body and mind, making him more receptive to supernatural forces.

Hidden mages often travel beyond tribal lands. They find the wider Tablelands strange and fascinating, and are seen as such in return. Rejecting the taboos of their own people, hidden mages adopt their own behavioural restrictions. A hidden mage keeps his emotions likewise hidden, and his motives are equally difficult to discern. It is unlikely that the hidden mage shares the party's goals and moral code; if he agrees to join the party, it is probably due to his intellectual curiosity.

Recommended Weapons: The hidden mage can use any weapon allowed to a wizard, but they receive a bonus to hit when using them – see below.

Recommended Non-weapon Proficiencies: Acrobatics, craft (any), gaming, knowledge (any), riding (land-based), spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, expression (any).

Equipment: The hidden mage starts with no specific equipment, but should carry enough to be self-sufficient, to reflect the fact that he lives apart from his tribe.

Special Benefits

Combat Skill: Hidden mages often need to stand on their own. Therefore, a hidden mage receives a +1 bonus to hit with all weapons he is proficient with.

Fork Spell: When a hidden mage reaches 4th level, he can cast any spell that normally only affects a single target and instead affect two targets with it, so long as the second target is within range. The spell must be three or more levels lower than the hidden mage's level.

Special Hindrances

Taboo: The hidden mage adopts taboos to make up for breaking the cultural taboo against using magic. Violating a taboo causes the hidden mage to lose levels of ability, lose spells, become ill, or even die (the DM decides the exact penalty). A 1st-level hidden mage has one taboo and gains an additional taboo every five levels thereafter. Some suggestions follow:

- can't eat meat or animal products (including milk, eggs, and cheese)
- can't sleep within 20 yards of a member of the opposite sex
- can't wear a certain colour
- can't carry metal on his person
- can't bathe or must bathe frequently
- can't cut his hair or fingernails
- can't intentionally take the life of an insect
- can't drink alcoholic beverages
- can't sit facing the north (or other direction)
- can't speak after sunset (except to cast spells).

Wealth Options: Standard.

Pterran Kits

Diplomat of the Vale

The pterrans of the Hinterlands are known as the most civilised of their kind. While the tribes of the Tablelands can be savage and murderous, the pterrans of Lost Scale and Pterran Vale are famed for their erudition and reasoned approach to life. Pterran Vale in particular is home to pterrans who prize a non-violent approach to life. When pterrans from the Hinterlands started visiting the Tablelands in larger numbers, they were led by diplomats from Pterran Vale.

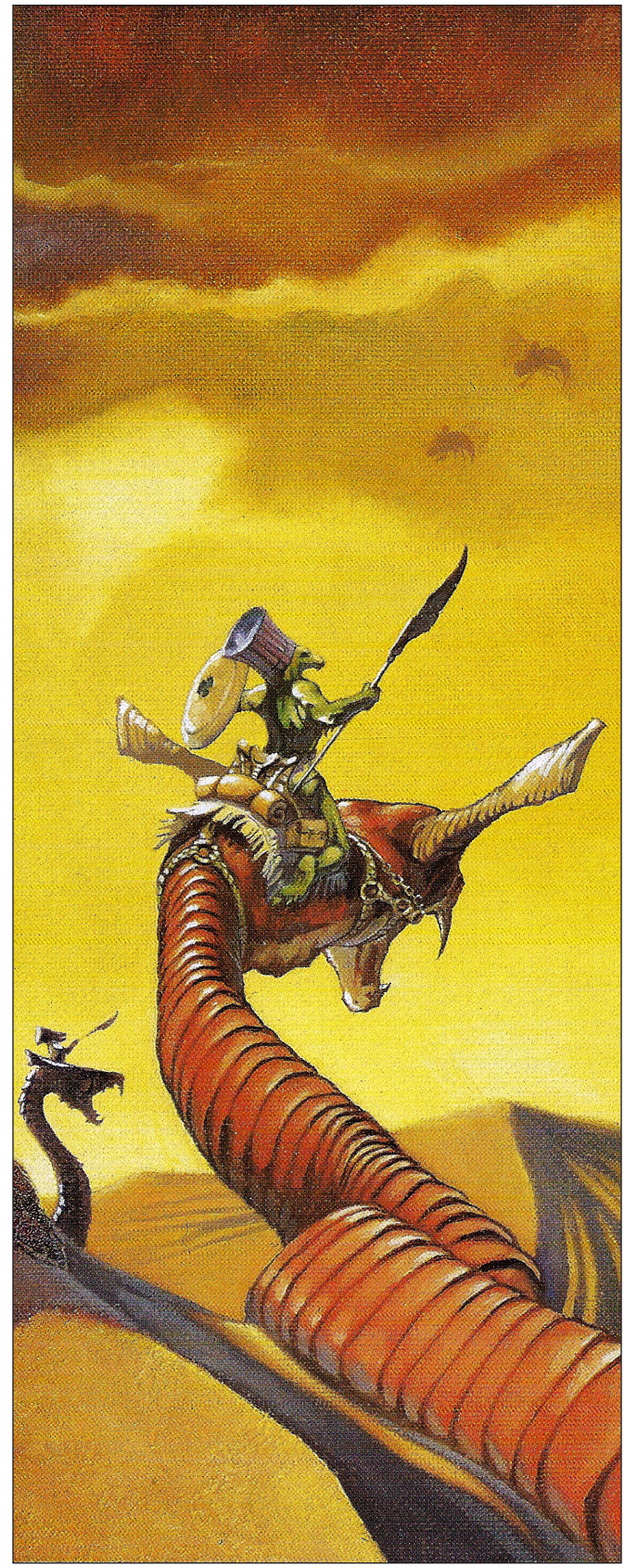
Diplomats of the Vale are always abroad, rarely spending time at home in the Hinterlands. They concentrate on dealings with other races and communities, forging bonds that hopefully lead to cooperation and mutually beneficial trade for their people. They act as middlemen, translators, and spokesmen. Diplomats rely on their wits to smooth the way, particularly when negotiations sour.

Many diplomats of the Vale use their position to spy upon other communities. Most races consider such activities as espionage, but pterrans view it as merely taking necessary precautions. They know how easily the cities of the Tablelands can slip into open war and understand that being properly informed is the best way to be prepared for such eventualities.

The profession of diplomat is a highly respected one in pterran society, and is known as the Path of the Speaker. Many such pterrans also follow the Path of the Mind – the Path of the Speaker is often seen as an offshoot of or subset of the Path of the Mind. Families with a member of the Path of the Speaker are proud of this achievement and enjoy honour in their home communities.

In the towns and cities of the Tablelands, the diplomats of the Vale were initially viewed with suspicion. Pterrans with apparently civilised intentions were all but unheard of. But the diligent work of the diplomats has been key in rehabilitating the pterrans' image in the Tyr region and the diplomats are now seen as wise and knowledgeable envoys.

For those diplomats who use their position for espionage, this is an entirely admirable state of affairs. They capitalise on their good reputation and political clout, using it to gather information and send this back to their homes for use in times of need.



Recommended Weapons: None. Diplomats of the Vale are poor combatants and try to avoid combat wherever possible – or leave it to those better suited to the profession. When they do wield weapons, these tend to be small and unobtrusive.

Recommended Non-weapon Proficiencies: Appraising, disguise, information gathering, intimidation, knowledge (local history), language (ancient), literacy, navigation, reading lips, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, language (modern).

Equipment: Because of the sensitive nature of their missions, diplomats dress as unobtrusively as possible and carry easily concealed weapons such as daggers and darts – although they prefer not to end up in combat if they can help it.

Special Benefits

Diplomatic Immunity: A diplomat of the Vale can leverage their political influence and connections to safeguard one person per adventure from legal entanglements. These could be something as minor as taxes, tolls, or bribes levied by gate guards or templars. They could include arrests, interrogations, fines, and other legal consequences. Or they could cover serious problems such as sentences issued by authorities and templarates.

A diplomat of the Vale is even able to countermand sentence levied by templars of their level or lower – much to their frustration. This will almost certainly earn the diplomat an enemy, but such actions are sometimes necessary in the dangerous cities of the Tablelands.

This represents a significant expenditure of the diplomat's political clout, hence the limitation on use. It is for the DM to decide what constitutes an adventure. It could be as often as once per gaming session, if the DM agrees, but if this ability is abused, it rapidly loses its effectiveness.

Pleasing Demeanour: Diplomats of the Vale know how to present themselves, how to address people from all parts of society, and how to ingratiate themselves with all manner of audiences. A diplomat of the Vale receives a –3 bonus to all reaction checks and reactions can never be Hostile unless the diplomat is acting in a deliberately aggressive manner.

Special Hindrances

Costly Position: Everyone knows that diplomats are rich. And even if they aren't, they're treated as if they are. A diplomat of the Vale pays an extra 20% for all goods and services purchased. This reflects the fact that people are always trying to skim a little off the top when a diplomat is spending coin.

Poor Combatant: Because they concentrate so much on the diplomatic solution to problems, diplomats of the Vale are poor warriors. They suffer a –1 penalty to Armour Class and all attack and damage rolls.

Wealth Options: Diplomats of the Vale start with an extra 50% of their standard starting wealth for their class. Roll starting wealth as normal, then add half that amount to find the final total.

Earth Child

In pterran society, worship of the Earth Mother is central. The Earth Mother is, quite literally, Athas itself. To the pterrans, the world they inhabit is a living thing, and they are its first and best children. This veneration is fundamental to their culture and many religious rites and celebrations revolve around it.

An earth child is a priest of the Earth Mother – specifically, a druid – who oversees these rituals, and presides over celebrations in her name. An earth child also acts as an evangelist for the Earth Mother and uses their druidic power to protect the tribe against threats and to safeguard its growth and prosperity.

Earth children have much in common with clerics of elemental earth, but the relationship is not as simple as it seems on the surface. To the earth children, the earth and its component elements are a spiritual manifestation of a deeper spirit – that of the world – and not merely a power in and of itself. The earth child attunes herself to many different aspects of the Earth Mother, not merely her manifestations through the element of earth.

In pterran society, service to the Earth Mother is one of the most respected paths that one can follow. The Path of the Druid governs this service. There are priests of the Earth Mother who are not druids, but those who follow the druidic way are her most powerful. Only they can command the deepest powers of the cosmos – the ability to restore life to the dead, to regrow lost limbs, to refill the soul with life energy.

The guarded lands of an earth child are almost always in close proximity to the tribe – the lands around Lost Scale and Pterran Vale are all watched over by earth children of varying degrees of power. Other earth children venture further afield, seeking guarded lands in places where pterrans have less influence. These druids face more pressing challenges far from home, but believe that it is worth the sacrifice if all of Athas is to be saved.

It is this latter type of earth child that travels abroad most frequently and is therefore more likely to be encountered by adventuring parties. As an ally, an earth child is a valuable asset to any settlement, merchant house, or adventuring association, and wise adventurers go to considerable lengths to convince an earth child to join them on their travels.

Recommended Weapons: None. Earth children make use of whatever weapons they can find, treating them all as gifts of the Earth Mother.

Recommended Non-weapon Proficiencies: Craft (pottery, mining), endurance, hunting, knowledge (agriculture), navigation, tracking.

Bonus Weapon Proficiencies: Survival.

Bonus Non-weapon Proficiencies: None.

Equipment: Earth children, as with all druids, may not wear armour of any type. As for their other gear, they are careful not to be wasteful and many prefer to craft their own equipment rather than line the pockets of yet another merchant house.

Special Benefits

Earth Sense: An earth child has an intimate sensitivity to changes in the earth. She can sense avalanches, volcanic eruptions, and rockfalls one turn before they happen when the player rolls 1 to 5 on 1d6. This ability also enables the druid to detect deadfalls, pit traps, and falling blocks on a roll of 1 to 3 on 1d6.

Power Conjunction: An earth child can benefit from power conjunctions, just like an elemental cleric. Each day, the earth child decides which aspect of the Earth Mother she will attune herself with, and selects one of the four elements or four paraelements. For the rest of that day, she receives a +2 bonus to her effective caster level whenever she is in conjunction with that element or paraelement, as described in the **Campaign Guide**.

Skill Expertise: An earth child receives a +4 bonus on all survival non-weapon proficiency checks.

Special Hindrances

Defiling Sensitivity: Earth children feel the pain of defiling magic more keenly than most. An earth child suffers an additional +2 initiative penalty when caught in a defiling radius.

Slow Caster: When an earth child casts spells, these always include extensive prayers and invocations of the Earth Mother. This adds 1 point to the casting time of spells of levels 1 to 3, adds 2 points to the casting times of spells of levels 4 to 6, and 3 points to the casting time of spells of level 7 or higher.

Wealth Options: Standard.

Ghetto Trader

As pterrans from the Hinterlands have made inroads into the cities of the Tablelands, they have become more accepted as civilised folk. The relatively urbane nature of emigrants from Lost Scale and Pterran Vale help offset the less salubrious reputation that pterran tribes have in the Tablelands. In many cities, communities of pterrans now make their home. Ghetto traders are pterrans who make their living running trade emporia at the heart of these communities.

Although pterrans from the Hinterlands strive to live respectable lives, they often find themselves forced to live in less-desirable parts of the Tablelands cities that they now call home. For the ghetto traders, this is far from an unwelcome state of affairs. Living and working away from the main trade thoroughfares allows the ghetto traders to attract a broad variety of customers – and cultivate an equally broad variety of wares.

It is this that sets the ghetto traders apart from other merchants in the human cities of the Tablelands. Whereas many traders specialise in one or two types of merchandise, pterran ghetto traders instead aim for a broad market appeal. Their shops are wild collections of goods from all manner of sources, often chaotic and apparently disorganised, stacked precariously, and with little thought to accessibility for the trader or his customers.

Although a ghetto trader's wares may not be of the highest quality – and some are shockingly poor – the trader nevertheless can get his hands on almost anything with a little notice. If he doesn't have it in some crate at the back of his warehouse, he will be able to source it from a contact, seller, or passing caravan with a few hours' notice.

There are drawbacks to doing business in this way. Ghetto traders often acquire goods on credit from their sources, with promises to settle the balance once the items are sold. This means that they have a steady series of debts that need paying, to other traders, authorities, and less legal creditors.

Although a pterran ghetto trader may not have the finest weapons and armour, the purest spices, the most luxurious cloth, he will almost certainly have what you are looking for. And he is a good choice of companion on ventures abroad, as his practised patter will open doors, loosen lips, and loosen coin purses far more easily than most other traders find possible.

Recommended Weapons: A ghetto trader has no particular recommended weapons, but the wise trader keeps a decent weapon on hand – a hidden blade, a thanak just inside the doorway – for special occasions.

Recommended Non-weapon Proficiencies: Bureaucracy, etiquette, gaming, information gathering, knowledge (local history), language (modern), taunting.

Bonus Weapon Proficiencies: None

Bonus Non-weapon Proficiencies: Appraising, bargain.

Equipment: Ghetto traders have access to all manner of equipment through their trader connections and personal stores. This wildly mismatched collection of gear does not necessarily represent their personal appearance, however, as ghetto traders understand the importance of maintaining a presentable appearance. Most try to maintain a middle-class or wealthy lifestyle, to appeal to a better sort of clientele.

Special Benefits

Ready Supply: A ghetto trader can source any item of normal equipment from his personal stores or contacts within 1d4 hours. Particularly rare and valuable items add 2d6 hours to this total.

Sales Patter: A pterran ghetto trader receives a +3 bonus on all Charisma checks made as part of his trader's fast talk ability.

Special Hindrances

Backhanders: A pterran ghetto trader needs to grease the palms of other traders, neighbours, templars, and various criminal elements on a regular basis. Each month, the ghetto trader must pay 100 cp per level or lose access to his ready supply ability and possibly suffer other unpleasant consequences from disgruntled creditors at the DM's discretion.

Shoddy Workmanship: Equipment bought from a pterran ghetto trader is not always of the highest quality. With any item, there is a 1 in 10 chance that it malfunctions somehow at a critical moment – a weapon breaks, a suit of armour loses 1d4 points of Armour Class, a mount bolts, an item of miscellaneous gear falls apart etc.

Wealth Options: A ghetto trader starts play with 4d6 x 60 cp.

Pterrax Rider

Pterrax riders are pterran warriors who dedicate their lives to becoming the ultimate mounted combatants aboard their pterrax steeds. Seen as heroes and daredevils by other pterrans, they enjoy an exalted status among their people.

Pterrax riders have a close kinship with their mounts, hand-rearing them from eggs. The close training they undergo means that the pterraxes and their riders develop an uncanny bond with each other. The pterrax rider's specialisation in aerial combat means that he is of limited use in other areas, but when the pterrax can come into play, these warriors are potent opponents.

As mentioned, in pterran society, the pterrax rider is the elite warrior, and commands a lot of respect among his own kind. Outside pterran lands, however, pterrax riders are very definitely outsiders. Their unusual mannerisms and obvious and very unusual friendship with their mounts set them apart from most societies. Because of this, the pterrax rider may become especially attached to adventurers (if they treat him as an equal and not a freak), even if he'd never admit it.

Recommended Weapons: Pterrax riders favour weapons commonly associated with mounted warriors, such as bows, cavalry flails, maces, and picks, lances, spears, swords, and the pterran slodak and thanak.

Recommended Non-weapon Proficiencies: Animal lore, healing, hunting, survival, tracking.

Bonus Weapon Proficiencies: Any one fighting style specialisation from the Mounted Fighting Style.

Bonus Non-weapon Proficiencies: Animal handling, riding (airborne).

Equipment: At start of play, the pterrax rider may only have light armour. Later in the campaign, he may switch to more advanced forms of armour, so long as his mount can carry him and the armour both, of course. When first created, he may have only weapons from the recommended weapons list above.

The pterrax rider also starts play with a pterrax mount.

Special Benefits

Animal Empathy: The pterrax rider receives a −5 reaction bonus with all pterraxes. On a die-roll result of 9 or less (on the Hostile column of the Encounter Reactions Table), he can even persuade attacking pterraxes to leave him and his allies alone.

Psychic Link: The pterrax rider has a telepathic rapport with his steed. When in contact or visual line of sight with his mount, he can tell what it is feeling and thinking. He and the mount can communicate with one another without appearing to. When the two are not within sight of each other, each knows the other's emotional state, whether or not the other is hurt, and the direction and distance to travel to find their friend.

Special Hindrances

Psychic Vulnerability: Should the pterrax rider's mount ever die, the pterrax rider immediately takes 2d6 points of damage and must make a saving throw vs. spells. If he fails, he behaves as if he were a magic-user hit with *feeblemind* for the next 2d6 hours.

The pterrax rider can seek out another pterrax mount, but this must take place through play.

Reaction Penalties: The pterrax rider is out of place in most societies and suffers a +3 reaction penalty when meeting NPCs from any culture but his own.

Wealth Options: Standard.

Ssurran Kits

Beetle Handler

The ssurrans of the Scorched Plateau are, as a whole, less violent than their southern cousins. Their trade caravans criss-cross the region, accompanied by kwilit and fortress beetles. The former are as adapted to the heat as their masters, and the latter are immense creatures, the intricate and beautiful chambers of their hollow shells filled with precious trade goods.

Ssurran beetle handlers are those responsible for caring for and guiding these beasts, and have developed their skills to allow them to handle other insects such as kanks and jalath'gak. Although the beetle handlers don't like to admit it, these techniques often work on kreen as well.

Beetle handlers achieve their remarkable degree of control over their charges through elaborate and beautiful songs. A mix of fluting whistles and basso rumblings, these chants stimulate and encourage the insects to follow the ssurran's wishes on an instinctive level.

Beetle handlers are highly respected for their abilities but long periods of interaction with arthropods have left them with an impaired understanding of the ways of other creatures. They are far more comfortable in the company of insects than reptiles or mammals.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Charioteering, navigation, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Animal handling, animal lore.

Equipment: Beetle handlers ensure that they have sufficient food and tack for any insects they are tending.

Special Benefits

Hive Mind: The songs of beetle handlers ensure that insect reactions (including kreen) are always Friendly.

Improved Handler: Beetle handlers receive a +4 bonus on animal handling checks with insects. They can train three types of creature instead of one and work with up to five creatures. Training takes 2d4 weeks and they can teach an animal 2d6 tricks.

Special Hindrances

Disconnected: Beetle handlers suffer a +2 reaction penalty from anyone who isn't an insect.

Emotional Bond: A beetle handler must save vs. death magic in order to harm any insect. If successful, they fight at –2 to hit and damage against the insect.

Wealth Options: Standard.

Magma Cultist

On the Scorched Plateau, ssurran tribes pay homage to the elementals, much as people do all over Athas. Here, however, where magma is more plentiful than anywhere, else, worship of that element has been taken to magnificent new heights.

Great and ancient magma paraelementals have come to know that they can find devotees and followers here, and a complex pantheon of cults has sprung up around the vastness of Lava Gorge. Ssurran magma cultists are those who follow these magma paraelementals, dedicating their lives to the lords of the burning stone.

Many of the magma cultists are clerics of elemental magma, but not all. A considerable number are simply ssurrans who believe that the magma paraelementals are mighty beings worthy of veneration. And this veneration is validated by the powers that the magma cultists enjoy, granted them by the molten overlords.

Some ssurrans find the magma cultists worrying. Many of the cultists are happy to spend their lives in the proximity of Lava Gorge, savouring the heat and the light and paying respect to the magma paraelementals. There are some, however, who believe that it is the right of magma to flow across the world and return all rock and stone to its true fluid state.

These more fanatical cultists go to considerable lengths to summon magma paraelementals to other parts of Athas, often with ruinous results. The ssurrans of the Scorched Plateau rely on trade with other communities and are somewhat aghast at this apocalyptic behaviour, working to ameliorate it where possible.

Magma cultists have reasons to venture beyond the Scorched Plateau other than out of a desire to spread cataclysm. Many are devout believers in the lords of magma and wish to spread the good word to any who will listen. Others are simply curious to see a world beyond their home.

Recommended Weapons: None.
Recommended Non-weapon Proficiencies: Craft (any), etiquette, expression (any), knowledge (any), language (modern).
Bonus Weapon Proficiencies: None.
Bonus Non-weapon Proficiencies: Knowledge (cosmology, religion).
Equipment: Magma cultists favour weapons made of obsidian, due to their correspondence with lava.

Special Benefits

Heat Immunity: Magma cultists take no damage from heat-based phenomena, including fire and magma.
Magma Infusion: A ssurran magma cultist can infuse his claws and bite attacks with magma for one round per level per day, dealing an additional 1d6 damage with each successful hit during this time.

Special Hindrances

Elemental Vulnerability: A ssurran magma cultist takes double damage from air and water-based attacks.

Wealth Options: Standard.

Nomad Trader

Ssurrans of the Scorched Plateau are friendly pack rats who love making deals. They collect anything, behaving more like glorified junk men than dignified agents of a merchant house. Still, they provide a key component to survival on the Scorched Plateau by bringing news and much-needed goods and supplies from one settlement to the next.

The ssurrans have formed a loose confederation of trading houses, though on a less formal and more primitive scale than the dynastic houses of the Tyr Region. The nomad traders are the backbone of this confederation. They are ingenious and dedicated merchants, proud of their expertise.

Lighter and more nimble than most ssurrans (who tend to be somewhat heavy-set), those who have chosen the life of the nomad trader skitter across the parched landscape of the Scorched Plateau, hawking their wares to whomever will buy – and a goodly number of individuals who aren't sure but agree to a deal just to make the ssurrans go away.

Nomad traders pride themselves on being able to source any item for their clients. They may not have the desired item to hand, but their network of contacts and fellow traders throughout the ssurran confederation and beyond are sure to be able to find what the client is looking for. Whether the client is able to pay the required price is, of course, another matter.

Of all the ssurrans of the Scorched Plateau, the nomad traders are the most likely to travel to other parts of Athas. They cannot resist the lure of a tempting deal or the prospect of new markets at which to play their trade. Do you want to buy?

Recommended Weapons: The nomad trader carries a variety of weapons, partly out of a desire to be well-prepared for any eventuality, partly out of a desire to never throw anything away. Close-quarters, melee, missile – all of these should be represented.
Recommended Non-weapon Proficiencies: Bureaucracy, etiquette, fast talk, gaming, information gathering, knowledge (any), language (modern), navigation, riding (land-based).
Bonus Weapon Proficiencies: None.
Bonus Non-weapon Proficiencies: Appraising, bargain.
Equipment: The nomad trader should be equipped with a bewildering array of gear, from the incredibly useful to the surprisingly pointless. Being able to produce any item on demand is a matter of pride for the nomad trader.

Special Benefits

Improved Bargain: The nomad trader receives a +4 bonus on all bargain non-weapon proficiency checks.
Pack Rat: A nomad trader can source any item of normal equipment from his contacts in 1d4 days. Particularly rare and valuable items add one day to this total.

Special Hindrances

Light Build: Ssurran nomad traders are more lightly built than many other ssurrans. They only receive a +2 natural Armour Class bonus, their claws deal 1d6 damage, and their bite deals 1d3 damage.

Wealth Options: Standard.

Tarek Kits

Berserker

The tarek berserker is a warrior who draws upon on the innate resilience and ferocity of the tarek race to achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any creature has a right to.

This makes the berserker a deadly warrior who can be as much a menace to himself as to his enemies. Tarek berserkers give themselves over fully to bloodlust when battle begins and it's obvious from the outset that they are possessed of a truly savage nature. Even other tareks are disturbed and unsettled by this.

Nevertheless, all tareks agree that berserkers have been touched by supernatural forces, and have accepted that touch so that they might better defend their people. Berserkers have the strength of stone, so tareks say – and the wise know to stand aside when the avalanche begins.

For the berserker, choices in life are simple. Find the enemies of your people, confront them, and slay them. Let the blood flow. Let the fury take you. If others fall beneath it as well as the foe, so be it. We all return to dust in the end.

Recommended Weapons: Berserkers may not start play with any missile weapons. As warriors, they know how to use these weapons, but prefer to get up close and personal with their foes. At no point may a berserker take expertise or specialisation in a missile weapon.

Recommended Non-weapon Proficiencies: Armour optimisation, craft (armourer, weaponsmithing), hunting, running, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance.

Equipment: Berserkers may start play with light or medium armour and melee weapons only. Once the berserker has ventured into the wider world and learned more of other cultures, he may use any armour or weapon he chooses.

Special Benefits

Killing Frenzy: A berserker can enter a killing frenzy at will, although it takes two full rounds for the tarek to work himself up into this state. He need not be in combat when doing so.

Once the killing frenzy begins, the following conditions apply:

- The berserker receives a +1 bonus to hit, +3 bonus to damage, and +2 bonus hit points per level.
- The berserker is immune to the wizard spells *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, and the clerical spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, and *symbol*, and any psionic powers that duplicate the effects of these spells.

Special Hindrances

Frenzy Drawbacks: While the killing frenzy lasts, the following drawbacks apply:

- The berserker can only use melee weapons.
- The berserker must attack the nearest opponent until that opponent is down, then move onto the next, attacking until that foe falls. The berserker must keep fighting until all enemies are down.
- The berserker cannot take cover from missile fire.
- If another character tries something that the berserker can interpret as attack (for instance, hits him to moves him out of the way of an incoming attack,) the berserker must make in Intelligence check or attack that character as if they were an enemy.
- The berserker is unaffected by the clerical spells *bless*, any *cure wounds* spell, *aid*, *heal*, and *regenerate*. He will gain the benefits of those spells only after he has come out of his killing frenzy and suffered any and all damage which occurred then.
- When the killing frenzy ends, the berserker loses his bonus hit points, which could drop him to or below –10 hp and kill him. He collapses in exhaustion (exactly as if hit by a *ray of enfeeblement*) for one round for every round of the killing frenzy. Only when the killing frenzy has finished will cure spells and the like have any effect on the berserker – unless he has died due to the loss of bonus hit points.

Wealth Options: The berserker receives the standard starting wealth for their class. However, they must spend all but 3 cp before play begins.

Mage Killer

Tareks hate wizards and harbour a special fury when it comes to defilers. As a race that lives in close harmony with the earth, defilers embody all that is vile to the tareks. Mage killers are tarek warriors who have dedicated their lives to hunting and killing defilers wherever they find them.

Mage killers do not reserve this anger purely for defilers. Preservers, too, often fall foul of their fury, slain before they can make the case that they are worthy of mercy. Tareks do not care – one less leech in the world is fine by them, regardless of how much care the leech claims to take when draining the earth of its precious life energy.

The mage killer's dedication allows his hate for defilers to manifest in combat – the mere sight of defiling can send the mage killer into a murderous frenzy, lashing out at the offending defiler with savage intent. That same hatred often acts as a supernatural shield, protecting the mage killer from some of the wizard's magic. Mage killers believe that this is a blessing from the earth itself, a sign that their anger is righteous and their foes deserving of a horrific death.

Within the tarek tribes, mage killers are celebrated as the defenders of the earth, virtuous heroes who fight the good fight for tareks everywhere. Tareks often hold raucous celebrations after a mage killer returns victorious from a raid. Often, these raids don't even involve direct action against known defilers. Elves in particular are singled out by the tareks because of their presumed connection to arcane magic. Few elves bother to argue the point – they flee or die.

Mage killers often spend time away from their tribe and are not reluctant to join adventuring parties. Inevitably, such a party will encounter a defiler, and then the mage killer comes into his own at last.

Recommended Weapons: Mage killers employ weapons with low speed factors – small melee and missile weapons – to give them a greater chance of disrupting spellcasting.

Recommended Non-weapon Proficiencies: Knowledge (arcanology), language (ancient), spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Tracking.

Equipment: Mage killers rely on no specific equipment. They need to flexible in order to meet whatever challenges a spellcaster might throw at them.

Special Benefits

Defiling Rage: When a defiler casts a spell within sight of the mage killer, the mage killer receives a +2 bonus to hit and damage against the defiler for one round per level of the spell that was cast.

Magic Resilience: Once per day, the mage killer can re-roll any one saving throw against a wizard's spells.

Special Hindrances

Arcane Refusal: A mage killer never willingly becomes the target of a wizard spell. He has no objections to receiving clerical magic, but objects to having any arcane magic cast on him.

Wealth Options: Standard.

Speaker of Stone

Tareks are deeply connected to the earth, revering it as the heart of their spiritual life. Their shamans are always earth clerics, and the most prominent of these are known as speakers of stone. Devout in their faith, strong like the earth itself, speakers of stone strive to lead by example as the paragon of how all good tareks should live.

A speaker of stone strives to be strong and dependable, reliable and true, dedicated to the tribe and the earth, listening to the messages of the earth, and interpreting and sharing these with other members of the tribe. Although most speakers of stone live apart from their tribes, spending long hours in contemplation each day, they act as trusted advisers to the tribal chiefs, who heed their words with care.

This does not mean, of course, that speakers of stone avoid conflict. They are tareks to the bone and will hurl themselves into combat with as much gusto as the hardiest warrior. This, too, is the tarek way and the speakers of stone are not afraid to spill their blood on the deserving earth. To die in battle is to return to the earth, and speakers of stone welcome such a fate.

Deeply respected within their tribes, speakers of stone are nevertheless outsiders. Their spiritual nature sets them apart and regular tareks hold them in quiet awe, seldom daring to trouble them unless the speaker of stone volunteers aid. The speakers cultivate this image, believing it fitting for their station in life.

Speakers of stone rarely join adventuring parties but, when they do, it will be to address some matter of importance to their tribe – to right a wrong, avenge a chief, hunt a foe, or seek lore that they can return to the tribe to the betterment of all.

Recommended Weapons: Speakers of stone prefer to wield weapons crafted from stone or obsidian, as these never shatter in their hands. Metal weapons, of course, also hail from the earth and so are used as needed.

Recommended Non-weapon Proficiencies: Craft (pottery, mining, stonemasonry), knowledge (agriculture, religion), survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Mountaineering.

Equipment: A speaker of stone has no particular equipment recommendations. They often prefer to walk rather than ride mounts, but will not refuse to ride if circumstances require it.

Special Benefits

Bless Weapon: A speaker of stone of 3rd level or higher can bless a stone weapon once per year. The weapon becomes a magical weapon for one year, receiving a +1 bonus per level of the speaker over 2nd, up to a maximum of +4 at 6th level. If the weapon is taken from the tarek intended to wield it, it reverts to a normal weapon after 1d6 weeks.

Perfect Stone: Stone and obsidian weapons wielded by a speaker of stone are not treated as being made from inferior materials.

Special Hindrances

Air Vulnerability: The speaker of stone saves against air-based attacks at –2 and automatically takes maximum possible damage from such attacks.

Wealth Options: Standard.

Tari Kits

Sewer Rat

Beneath the cities of the Tablelands lie ruins from an earlier age. Be it the warrens of UnderTyr, the sewers of Balic, or the many sunken levels of Nibenay, it is a fact that the great settlements of the sorcerer-kings are built on the bones of older edifices. In and among these forgotten ruins dwell the city tari.

The sewer rat is an urban tari who makes his home beneath the streets of the great cities. Unlike the scavenging tari of the wastes, urban tari live in relative – if squalid – luxury, surrounding themselves with the stolen detritus of the world above.

Sewer rats are the most successful example of the urban tari. They delve deeper, explore more thoroughly, and have a more intimate knowledge of their city homes that dwarfs even the most knowledgeable templars. Sewer rats know hidden routes throughout their city and can come and go as they please, often despite the best efforts to stop them.

Sewer rats dress themselves in rotted finery stolen from rubbish tips or purloined from the homes of the unwary. Life beneath the streets soon turns these outfits into rags, however, and the sewer rat carries a thoroughly unpleasant stench. Although long-term exposure to the worst filth makes them immune to normal diseases, their bite is as virulent as that of any tari.

Sewer rats are rarely accepted in the streets of the cities they inhabit. Their innate stink and the fact that they carry disease means that they are seen as little more than vermin and treated as badly. For this reason, some join adventuring parties to enjoy a modicum of protection, and even the hope of friendship.

Recommended Weapons: None. Sewer rats arm themselves with whatever they can beg, borrow, or steal.

Recommended Non-weapon Proficiencies: Gaming, information gathering, knowledge (local history), prestidigitation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise.

Equipment: Sewer rats bedeck themselves with all manner of gear of uncertain provenance. Everything they carry eventually becomes infused with the stink of the subterranean warrens that they call home. Although the gear may be of fine quality, it's really hard to tell.

Special Benefits

Disease Immunity: A sewer rat is immune to all diseases.

Hidden Pathways: A sewer rat can work his way into any building or location within a city by taking an hour to scout out hidden routes, forgotten entrances, broken conduits and the like. The sewer rat will appear at a random point somewhere on the lowest level of the building. The tari cannot bring others with him.

Similarly, a sewer rat can escape from an urban encounter by making a saving throw vs. paralysation. If successful, the sewer rat slips down a sewer, through an alleyway, through a crack in a wall, or similar exit. The sewer rat must lie low for 1d3 hours or risk being located again.

Special Hindrances

Rat Stench: Sewer rats' tattered finery carries a certain stink. They suffer a +2 reaction penalty and will never be permitted into any business, tavern, official building or similar institution unless somehow disguised.

Wealth Options: The sewer rat receives half the standard starting wealth for their class and must spend all but 3 cp before play begins.

Wasteland Scavenger

Unlike the urban tari, those tari who dwell in the wastes have a difficult existence. With resources hard to come by, they live the lives of scavengers and prey. Hunted by all manner of beasts and tribes, they live a hand-to-mouth existence, hiding in burrows by day and emerging to forage for food and water by night.

This has made the tari of the wilderness resilient and resourceful in the extreme. The wasteland scavenger is just such a tari – one who lives by his wits and knows where to find food and water when others would perish alone in the wilds. Adapted to life outside the cities, the wasteland scavenger can survive in the harshest of environments.

This does mean that the wasteland scavenger is ill-suited to life in the cities. They find them noisy and terrifying and are extremely ill-at-ease there. Knowing that they are unwelcome, wasteland scavengers avoid cities unless there is absolutely no alternative.

Out in the wilds of the Tablelands, the wasteland scavenger is an excellent companion. Their skill at surviving in these inhospitable environments means that they are able to locate resources that others might miss. With their help, a party can cross the miles between oases, surviving on food and water scavenged from the most unlikely of sources.

Even when unable to locate sufficient water, the wasteland scavenger is not lost. They are so well adapted to life in the wilds that they can get by on tiny amounts of water, as well as a creature half their size. This has saved many such tari from ending up as parched husks, their bones picked clean by more successful scavengers.

If suitably persuaded, a wasteland scavenger would not be averse to joining an adventuring party, even if only as a guide. Longer-term relationships would need to offer the tari something meaningful in return, but such things can be arranged. Trade or protection for the tari's tribe, for example, would be seen as a fair deal, and sufficient to win the assistance of one of these creatures.

Recommended Weapons: None. Wasteland scavengers take what they can get where weaponry is concerned. Missile weapons are useful for hunting game, and most wasteland scavengers make use of these when needed.

Recommended Non-weapon Proficiencies: Animal handling, animal lore, craft (any), endurance, heat protection, navigation, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, survival.

Equipment: Wasteland scavengers focus on equipment that will help them survive in the wild and on gear that can easily be repaired without needing access to elaborate facilities only found in cities.

Special Benefits

Gather Resources: When a wasteland scavenger gathers food or water using the survival or water find non-weapon proficiencies, he gathers enough for himself and 1d2+1 other creatures.

Less Water: A wasteland scavenger only needs 1/2 gallon of water per day when active.

Special Hindrances

Urban Reject: Wasteland scavengers are very uncomfortable in towns and cities. They suffer a +2 reaction penalty and a –2 penalty on all Intelligence, Wisdom, and Charisma checks when in such locations.

Wealth Options: Standard.

Ythri Lorekeeper

Far to the south of the Tyr region, the lost realm of Ythri once thrived, homeland to the tari. Whether it was lost in some ancient cataclysm, destroyed in war, or simply devoured by the elements is unknown, and the tari preserve only legends of those days. Some, however, maintain fragments of lost wisdom from before the fall – these are the lorekeepers of Ythri.

Ythri lorekeepers are storehouses of information, skilled engineers, clever alchemists, and collectors of ancient teachings. They preserve a hodgepodge of knowledge from the days of Ythri, and use it in whatever ways they can to help fellow tari. They are always looking for new sources of wisdom that was once thought lost.

This voracious appetite for new learning, combined with the lorekeepers' hoarding of old secrets, tends to make them unfocused and flighty. Their minds leap from one topic to another and they have difficulty in maintaining concentration on any one subject for too long.

Despite this weakness, however, they can command startling levels of insight, putting it to use in many surprising ways. Among the tari, the lorekeepers are viewed with something approaching awe. They are reminders that the tari were not always outcasts, scrabbling in the wastes or hiding in the sewers. Once, they were among the premier civilisations of Athas, and the lorekeepers are a reminder that tari may one day hope to reach those heights again.

Ythri lorekeepers often join adventuring parties. Who better to accompany them into ancient ruins and battle horrendous beasts while the lorekeeper spends as much time as possible researching ancient knowledge that can be found in such places?

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (any), information gathering, knowledge (any), language (any), literacy, observation, teaching.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Alchemy, herbalism, knowledge (engineering).

Equipment: An Ythri lorekeeper is likely to have a command of reading and writing, and so often spends some of their starting funds on quills, ink, and parchment or paper. They use this to record their findings and investigations into ancient wisdom.

Special Benefits

Expert Alchemist: Ythri lorekeepers can craft alchemical items in half the normal time.

Master Builder: Any construction overseen by an Ythri lorekeeper has 20% more structural points than normal.

Special Hindrances

Unfocused: Ythri lorekeepers are skittish and easily distracted. They suffer a –2 penalty on saving throws against mind-affecting magic.

Wealth Options: Standard.

Thri-Kreen Kits

Kalak (Scout)

Slightly smaller and quicker than most thri-kreen, kalak are rangers who excel at hunting and stealth. In the hunt, their function is to locate prey and guide the hunters to it; they also range far beyond the periphery of thri-kreen camps in order to provide an early warning of the approach of enemies or large predators. They are survival specialists, even among the kreen.

If tik are first and foremost hunters, then the kalak are first among those hunters. Able to track and find prey more readily than the most skilled tik, the restless kalak have even less love for staying in one place. They often travel far from the pack, in search of prey, water, and other necessities of life. They are often the first of the pack to make contact with other beings, whether these are humanoids or members of a strange pack.

Most thri-kreen packs have one or two kalak, and these often serve as the eyes and ears of the group. The existence of specialised kalak does not prevent other kreen from serving as scouts, but they are not as efficient at it as a true kalak. In other ways, kalak are much like tik.

This character kit can be taken by any single-classed or multi-classed ranger.

Recommended Weapons: Kalak can begin play with proficiencies only in those weapons normally allowed to thri-kreen.

Recommended Non-weapon Proficiencies: Animal lore, craft (weaponsmithing), endurance, herbalism knowledge (heraldry), navigation, running. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, survival. As rangers, they also have full tracking proficiency.

Equipment: The kalak is restricted to thri-kreen equipment until exposed to outside culture; even then, the character tends to use traditional items.

Special Benefits

Alertness: The kalak's chances of being surprised are always 10% less (–1 on a d10).

Skilled Survivalist: Kalak receive a +2 bonus on all survival rolls.

Special Hindrances

Lightly Built: A kalak suffers a –1 AC penalty due to a lighter build. Subtract die roll modifiers from base height and weight instead of adding them.

Minimal Wealth: As described under wealth options below, kalaks do not retain any starting wealth beyond that which they initially spend. A kalak may retain wealth obtained later, should he find reason to do so.

Restricted Alignment: As a ranger, a kalak must be of good alignment and will default to either the tik or kik kit if ranger status is lost.

Wealth Options: The kalak receives the standard wealth for the class and forfeits any leftover wealth.

Kik (Raider)

The kik are thri-kreen who have turned from hunting to raiding. As the most likely of the thri-kreen to have eaten the flesh of sapients and acquired a taste for elves, the kik are barbaric in many ways (though they are not as feral as the trin). Since these raiders are the most likely to have come into contact with humanoids, these unpredictable and savage thri-kreen are what most others expect the mantis folk to be.

Lack of prey, or a pack tradition of raiding, has led these thri-kreen from the purity of the hunt into predatory attacks on other sapients. The kik cares for survival, of self and of clutchmate, with little regard for non-kreen law or custom. Instead, they follow the law of the wilds: the strong take and the weak suffer.

While some thri-kreen turn away from the pure hunt only temporarily, the kik has turned to raiding as a way of life. The kik eats sapients; the rest of the world is prey. However, the clutch is still sacred: the kik fights a clutchmate or a packmate only under unusual circumstances or in a challenge for dominance. A kik is not the only thri-kreen who eats the flesh of elves and other sapients; they are merely the most likely among the thri-kreen to do so.

Recommended Weapons: Proficiencies with gythka and zerka are required. A starting kik can use non-kreen weapons, as raiders are assumed to have been exposed to humanoid culture.

Recommended Non-weapon Proficiencies: Craft (weaponsmithing), endurance, language (sign), tracking. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, survival.

Equipment: The kik is not restricted to equipment normally available through a thri-kreen pack; any non-kreen equipment that the kik wishes to start with is assumed to have been taken in raids.

Special Benefits

Savage Raider: Kik engaged in a raid are savage foes. When raiding other sapient beings (either to plunder them or eat them), kiks gain a –2 to initiative and a +1 to hit and damage for the duration of the combat. This does not apply to any and all combats – only those specifically intended as a raid against sapient beings for plunder or food.

Special Hindrances

Poor Hunters: Since they have concentrated on the raid over the hunt, kik suffer a –1 penalty to their hunting proficiency score.

Predator's Glare: Due to the subtle (and not-so-subtle) cues given out by kik, they are easily identified as aggressive predators. Besides the normal prejudices faced by thri-kreen, kik receive a +2 penalty to reaction rolls when encountering anyone except a member of their own raiding pack (kek) or clutch.

Wealth Options: The kik receives the standard amount of wealth for the character class. Money, though rare, is allowed.

Kiltektet (Student Missionary)

The kiltektet exhibits qualities that humanoids consider the least likely in thri-kreen. The name *kiltektet* means, literally, "the-learning-pack-who-enlightens" and this sums up the philosophy of the members. The kiltektet is a pack devoted to hunting knowledge, then spreading that knowledge to others. In general, a member of the kiltektet is less aggressive than other kreen, more knowledgeable about humanoids and humanoid society, and more willing to talk to other beings.

Though their numbers are growing, the kiltektet are uncommon enough that most humanoids view kiltektet as aberrations. Most kiltektet are Jeral, though some are To'ksa. In the North, any kreen can become kiltektet, though the kit appeals most to Jeral, Tondi, and J'ez.

A kiltektet has changed the focus of the hunt to a search for knowledge. Kiltektet are still hunters and will kill for food or to survive, but most of their energies are devoted to finding knowledge and passing it on to others. A kiltektet returns knowledge to other kiltektet first, then to other kreen, then to humanoids. Kiltektet also seek self-enlightenment, and engage in philosophical or artistic endeavours. If asked to discuss something of interest or share knowledge, the kiltektet almost always agrees, no matter who has made the request.

Kiltektet can seem overly concerned with collecting knowledge. Some collect books and scrolls, others learn stories, and some collect samples of art and crafts. Some seek simply to see and experience as much as possible. Eventually, a kiltektet hopes to share whatever is learned with other kiltektet and other kreen.

To become a member of the kiltektet, a kreen must first be accepted as a clutchmate by one or more members. The kiltektet clutchmate or clutchmates then study the other individual to determine if he or she would be a worthy addition to the kiltektet. Generally, the candidate is informed of the examination and asked if he or she desires to join. If the candidate refuses, no more is said; if desire is expressed, one member of the kiltektet asks questions and attempts to instil in the candidate a thirst for knowledge. This process can take anywhere from a few hours to several weeks and, at the end, the member of the kiltektet informs the others of the decision.

On rare occasions, a thri-kreen asks to join the kiltektet. This is done by approaching an existing member and expressing an interest in learning. The kiltektet then goes through the same examination process as if the applicant had been approached by kiltektet, first attempting the clutch-bond, then moving onto questions and evaluations.

Some kreen are also raised from hatching as kiltektet. These kreen are considered kiltektet from the moment they hatch, so never have to seek acceptance into the pack. This method has been known to produce a few maladjusted kiltektet, who take the hunt for knowledge less seriously than they should. Normally, though, the kiltektet who raise a clutch into membership devote enough time and energy to their charges to ensure their devotion to the cause. In the North, the kiltektet has a much more militant stance. The members seek knowledge and try to spread it, sometimes to the point of forcing others to accept their way.

Recommended Weapons: Most kiltektet use kreen weapons, but their greater exposure to other cultures allows them humanoid weapons as well.

Recommended Non-weapon Proficiencies: Expression (artistic ability), endurance, etiquette, herbalism, knowledge (ancient history, heraldry, local history), language (any), navigation. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, literacy.

Equipment: Because of the kiltektet's exposure to different societies, the character can begin play with any equipment normally found in the campaign. The character must have a sack, backpack, or some other way to carry souvenirs or collected items. Kiltektet always wear jewellery of some kind; a Jeral usually prefers to have a small piece of obsidian placed in their forehead by a chitinworker, while a To'ksa often wears rings beneath their mandibles.

Special Benefits

Extended Pack: A character with the kiltektet kit is a member of an extended pack. Though the pack has no hierarchy, the members value their bond with one another and will aid each other in any way possible, so long as such aid does not violate any kiltektet beliefs. Thus, the member of the kiltektet has a widespread support network. Kiltektet recognise each other by their decorative jewellery, their attitudes, the items they carry, or through more subtle clues. If a kiltektet is separated from the extended pack, he can find members after searching for 1d6+2 days. Common benefits include shelter, food, water, healing, and information.

Special Hindrances

Hunter's Disdain: Hunting thri-kreen sometimes show disdain for the characters. Kik (and other raiders) have no respect for kiltektet, and the feeling is mutual. Kiltektet receive a +2 penalty to reaction rolls when they encounter kreen raiders. A kiltektet never joins a raiding pack

Wealth Options: Kiltektet members receive the standard wealth for their class. The character has at least some understanding of money and keeps any leftover starting wealth in that form.

Tekchakak (Pack Psionicist)

The tekchakak is devoted to the preservation and prosperity of clutch and pack. These psionicists use their abilities to support their clutchmates and packmates, helping to find prey and defend compatriots against raiders and predators. Within a thri-kreen pack, the tekchakak offers advice, guidance, and teaching in addition to active support through his or her psionic abilities.

Tekchakak almost always have their chitin decorated in some manner, either through painting or chitin-working. The symbols used make them recognisable among kreen, but humanoids generally cannot tell the difference between the markings of a tekchakak and any other kreen (a successful use of the heraldry non-weapon proficiency might allow a non-kreen character to recognise some differences).

The tekchakak is a teacher, an advisor, and a hard worker. The individual serves his or her clutch in whatever way necessary to insure the group's survival and good fortune. The tekchakak uses psionic abilities to offer advice to the leader, to help any member of the clutch or pack, and in defence of the pack. The most common psychometabolic abilities developed are those related to healing or ability-sharing.

A tekchakak usually belongs to a hunting pack, sometimes to a special pack, and occasionally to a raiding pack. Though the tekchakak is usually disinclined to leave the home pack, the presence of other tekchakak might free one to seek adventure. These thri-kreen are more anxious than the average specimen of their race to become part of a clutch, so that they might have someone to help.

Recommended Weapons: The tekchakak is initially limited to the weapons of the thri-kreen pack, unless the pack has had extensive contact with other beings, Any thri-kreen weapon is allowed, but the gythka is most often preferred.

Recommended Non-weapon Proficiencies: Animal lore, craft (artistic ability), healing, psicraft, survival, water find. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, psionic detection.

Equipment: The tekchakak is limited to standard thri-kreen equipment. Even after contact with other cultures, traditional equipment is preferred.

Special Benefits

Expert Telepath: Besides the tekchakak's bonus proficiencies, the character receives special modifiers when using telepathy. Normally a thri-kreen has great penalties when trying to contact non-insect lifeforms psionically. The tekchakak receives the listed penalties (based on life order) instead.

Creature Type	Power Check
Insect, other arthropod	–1
Fish, reptile, amphibian	–2
Bird, mammal	–3
Monster	–4
Plant	–5

Special Hindrances

Favoured Target: If an opponent can recognise a tekchakak by his or her decorations, they will certainly choose the tekchakak as a primary target.

Minimal Wealth: As described under wealth options below, tekchakaks do not retain any starting wealth beyond that which they initially spend. A tekchakak may retain wealth obtained later, should he find reason to do so.

Psionic Prejudice: Psionicists from other races regard the character with disdain, viewing the tekchakak as using psionics "improperly". A tekchakak receives a +2 reaction penalty when dealing with non-kreen psionicists.

Wealth Options: The tekchakak receives the standard amount of wealth for a psionicist and forfeits any remaining after buying equipment.

Tik (Hunter)

Tik are the most common type of thri-kreen, though uncommonly seen by humanoids, because they tend to remain with their packs. The tik is first and foremost a hunter; the hunt for food occupies most of the character's thought processes. The individual hunts whenever possible, collects food, and has little love for staying in one place. In a pack of thri-kreen, the tik hunts when possible, but might also serve as a scout (kalak) or guardian (tik-tik). Note that a tik serving in either one of these roles does not have any of the special advantages and disadvantages of the kits of the same name.

A tik is most often found among humanoids when his or her own pack has been destroyed. A tik in such a group is usually confused by humanoid behaviour and often tries to fit in by performing the same duties he or she would perform for the pack A tik with clutch-mates who sleep usually hunts, scouts, or guards while they do so, though it takes awhile to become used to this strange way of "wasting time".

The tik is most strictly guided by tokchak (egg-mind) and tikchak (hunt-mind). When they do travel to villages or cities, they tend to be ignorant of "civilised" ways and a target of fear, suspicion, and prejudice. The tik struggles in such environments – if unable to act according to tokchak and tikchak, the tik becomes confused and upset, and focuses on changing things until they better match his understanding of the world.

Since kik raiders are seen much more often among humanoids, the non-kreen often expect a thri-kreen to be a kik; they seldom understand or accept that a tik, though a hunter, does not hunt sapients. Tik do attempt to make this clear to those who doubt them, but can be inflexible in their approach, unsure why people do no simply believe them.

Recommended Weapons: A tik is, at start, limited to thri-kreen weapons and usually continues to use such weapon, even when other weapons are available.

Recommended Non-weapon Proficiencies: Animal lore, craft (weaponsmithing), endurance, navigation, survival. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting, tracking.

Equipment: The tik is limited to thri-kreen equipment until exposed to outside culture. Even then, the character tends to use traditional items.

Special Benefits

Expert Hunter: The tik receives a +4 bonus to all hunting non-weapon proficiency checks.

Single-Minded: A tik can declare another creature to be the focus of his hunt. When pursuing this target, the tik receives a +1 to all to hit, damage, and saving throws for the duration of the hunt. The target of a hunt cannot be a sapient creature – a tik hunts for food, not to kill other intelligent beings. Elves are an exception to this rule.

Special Hindrances

Clutch Mind: Tiks are guided by tokchak – the kreen's clutch mentality. If the tik is not part of a clutch (for example, he is forced to operate alone) or cannot establish his hierarchical place in his current social group, he suffers extreme insecurity and psychological unease. He suffers a –2 to Charisma and all mental saving throws until he is able to rectify the situation.

Hunt Mind: Tiks are similarly strongly governed by tikchak – the hunt-mind of the kreen. They view everything in terms of a hunt – preparation, identifying prey, hunting the prey, enjoying the spoils.

If a tik is unable to categorise tasks in this way or is prevented from fulfilling some aspect of this approach, he becomes obsessed with restoring matters to a perspective he can understand and suffers a –2 to Intelligence and Wisdom (and all associated abilities) until the frustration passes.

Minimal Wealth: As described under wealth options below, tiks do not retain any starting wealth beyond that which they initially spend. A tik may retain wealth obtained later, should he find reason to do so.

Wealth Options: The tik receives the standard amount of wealth for his or her character class and forfeits any not spent.

Tik-Tik (Guardian)

Larger and less dexterous than most other kreen, the tik-tik is a "hunter-of-hunters", a kreen that guards the weaker members of the pack. In dangerous territory, tik-tik rarely hunt, unless the pack's normal hunters are spread too thinly or have been incapacitated by enemies.

The tik-tik is an indifferent hunter, but acts as a guardian for those less able to fend for themselves. They commonly provide close protection around the edges of the camp; unlike kalak, who range far and wide. When the pack hunts raiders or attacks intelligent prey, tik-tik come into their own. While not particularly mobile for thri-kreen, tik-tik are quite ferocious in battle, and are often accounted the best toe-to-toe warriors in the pack.

They are born warriors, just as the tik are born hunters. Where a tik is continually concerned with food, the tik-tik is concerned with competing predators: signs of their presence, the likelihood of an attack, the avenues of their approach, the best escape route for the pack if retreat is necessary.

In combat, tik-tik might attack the strongest opponents or provide a steady defensive bulwark behind which the pack warriors can regroup. They take joy in fierce combat. Surprisingly, however, they tend to be quite gentle with young kreen and the aged. Many tik-tik become teachers in their later years, passing on what they have learned.

On their own in towns and other civilised areas, a wandering tik-tik's instincts continue to function: they often become bodyguards, gladiators or, if fallen into bad company, thugs. Like the tik, a tik-tik is guided mainly by tokchak and tikchak.

Of all the kreen, the tik-tik is the most likely to join adventuring parties composed of other races. So long as they can form meaningful bonds with these other creatures and understand these relationships through pack-mind, the tik-tik will be content and do their utmost to defend, fight, and work alongside its new companions.

Recommended Weapons: A tik-tik can begin play with proficiencies only in thri-kreen weapons.

Recommended Non-weapon Proficiencies: Animal lore, craft (weaponsmithing), hunting, intimidation. Kreen may not take swimming.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance, survival.

Equipment: Tik-tik are limited to thri-kreen equipment until exposed to outside cultures; even then, the character tends to use traditional items.

Special Benefits

Heavily Built: Tik-tik have a +1 AC bonus, due to their innate toughness, in addition to the standard thri-kreen racial bonuses. Roll an additional die for height and weight modifiers.

Special Hindrances

Indifferent Tracker: The tik-tik cannot start with a proficiency in tracking.

Minimal Wealth: As described under wealth options below, tik-tiks do not retain any starting wealth beyond that which they initially spend. A tik-tik may retain wealth obtained later, should he find reason to do so.

Popular Target: As the largest kreen present, tik-tik are often identified as the greatest threat by opponents. In any combat, the tik-tik will almost certainly be among the first to be attacked.

Wealth Options: The tik-tik receives the standard wealth for his or her class and forfeits any not spent.

Priest Kits

Avenger

The avenger is a druid who has seen great wrongs. Enemies could have defiled the area under his protection or slain his mentor. Maybe he feels he was too gentle, too weak. It doesn't matter. He won't let it happen again.

Avengers roam the world seeking wrongs to right and foes to fight. And whether his opponent is a defiler leeching life from an ancient cactus forest, or an pack of belgoi menacing a peaceful village, the avenger acts to stop them. Permanently.

Avengers are grim, strong, and silent warriors of the wilds. They have little time for anything but their mission, although they're as patient as a spider when it serves their plans. A loner, the avenger avoids love or friendship, fearing either could compromise his mission; if he associates with a party of adventurers, he treats them as allies, but not as friends.

The avenger rarely speaks more than absolutely necessary to humans and most demihumans (although he may talk to animals). He doesn't bother to explain or justify his actions. The avenger dislikes remaining in one place, and frequently moves on after finishing a particular job.

Recommended Weapons: Scimitar, spear.

Recommended Non-weapon Proficiencies: Animal lore, animal handling, endurance, hunting, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Tracking.

Equipment: An avenger must spend his initial allotment of wealth entirely on equipment, losing any unspent starting money in excess of 1 cp.

Special Benefits

Grim Focus: When an avenger is hunting a specific target, he gains a +1 bonus to all attack rolls and saving throws, a +2 on all ability and non-weapon proficiency checks, and a +10% on any related percentile role. The avenger must designate the target of his grim focus – it must be a single individual – and he gains the listed bonuses when directly pursuing or in combat with that target. An avenger may have only one target for his grim focus at any one time.

Special Hindrances

Grim Demeanour: The avenger's grim and silent demeanour gives the character a +1 penalty to reaction rolls when encountering other people. An avenger cannot have henchmen, hirelings, mercenaries, or servants until he reaches 13th level.

Restricted Equipment: An avenger can have any amount of treasure, but cannot own more treasure and equipment than he can carry on his back – any excess must go to a worthy cause.

Wealth Options: Standard.

Chronicler

The chronicler is a priest who seeks wisdom in the lost records of the past. He knows more about the forgotten history of Athas than any other character, and he tries to use these ancient secrets in pursuit of his own goals in modern Athas. The chronicler is not just a tomb-robber or archaeologist; he is also a historian who takes painstaking efforts to record current events and pass on his own knowledge to future generations.

Both templars and clerics may be chroniclers; druids have too many pressing cares in the immediate present to care much about lost secrets and lore. The long lifespans of elves and dwarves make them particularly appropriate for this kit, but priests of any race may choose to be chroniclers. Chroniclers may be of any lawful alignment, and require an Intelligence of 13 in addition to all other prerequisites.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Etiquette, knowledge (heraldry, religion), language (ancient), riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (ancient history), literacy.

Equipment: Chroniclers may use any weapons or armour appropriate for their class.

Special Benefits

Perfect Recall: Chroniclers are known for their extraordinary memories. Athasian scholars must deal with extensive oral histories and epic poems, and they rigorously train themselves to remember incredibly long texts or songs.

Once a chronicler reads or hears anything, he can commit it to memory and remember it to the word forever. This process takes 1d4 turns plus the time of reading or listening. The character can also memorise maps, faces, or conversations. In many cities, a chronicler's memory is considerable admissible as evidence in a trial.

The game effect of this ability is to allow the player controlling the chronicler character to confer with the DM and recall the exact wording of instructions, directions, or bargains made with NPCs. The character also carries around a map of the Tyr Region in his head; the DM can allow the player to refer to any non-keyed map relevant to the situation at any time. This ability gives the character a +1 bonus on Intelligence checks and non-weapon proficiency checks for navigation, survival, bargaining, and any other proficiency the DM deems appropriate.

Read Languages: Chroniclers gain the rogue skill to read unknown or ancient languages. This skill begins at a percentage chance equal to the chronicler's Intelligence score, and increases by 5% per level that the character advances. Chroniclers also have a 5% chance per level to identify the general purpose and function of ancient magical items, tomes, or texts, just as a bard.

The chronicler can identify only those items he examines which have some historical significance; a *bone sword +1* wielded 30 years ago by a common outlaw would not qualify as historically significant, but a *sword +1* wielded by a warlord 700 years ago would.

Special Hindrances

Retrieval: The chronicler must attempt to recover any item of ancient work he knows of and return it to his school or library. A templar chronicler who finds a *steel long sword +3*, or a suit of plate mail, or even a rare and expensive book will go to any lengths to either purchase or steal the item and return it to his sorcerer-monarch. Chronicler clerics have similar responsibilities to a library, museum, or hidden temple.

The Dungeon Master should be reasonable with this requirement; the chronicler will not attack his teammates over one rusty steel sword, but if his fellow adventurers came across an ancient artifact or book, the chronicler should insist on its return and study. This is a key motivation in adventuring for the chronicler, and wise chroniclers make sure that their companions are informed of and understand this fact.

Chroniclers may keep only magical items that have no historical significance. All others must be returned to their organisations.

Upkeep: Each month, a chronicler is required to purchase astrological charts, histories, journals, pen and ink, and papyrus. These materials cost a total of 20 cp multiplied by the priest's level.

Wealth Options: Standard.

City Priest

Elemental clerics are less common in the cities. Their powers and spells are usually limited when surrounded by walls, and confrontations with the templars are best left to the Veiled Alliance and the druids. When clerics are found in cities, they are usually visitors or there on some specific mission. Air clerics, for example, often work with underground caravans to free slaves.

There is rarely a shrine within a city – the templars would almost certainly destroy a shrine as soon as they became aware of it. Instead, city priests quietly prowl the city streets, trying to teach the lessons their patrons have to offer and struggling to achieve their personal goals.

City priests will work with the Veiled Alliance from time to time, as long as the particular chapter remains hidden from public view. Wise clerics generally prefer to oppose the sorcerer-kings from within; they elect to be the worm inside the rotting apple.

The individuals who brave the streets of the cities spend most of their time quietly preaching. They try not to gather crowds in numbers that the templars consider threatening, and they must gauge the political climate before they can deliver their messages of preservation in safety.

Priests in cities tend to befriend the common man. If the templars declare a well closed for rationing purposes and locals cannot live off the few drops allowed them, a water cleric usually comes to their aid. Similarly, those who worship air have made a name for themselves by helping slaves escape from their cruel masters.

City priests tend to be neutral toward law and chaos. This may be the result of the need to balance actions under the watchful eyes of the templars. Concerning matters of good and evil, most are neutral or good. Inside the close walls and dark alleys of the cities, people do not put up with evil priests for very long.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (blacksmithing) (Earth and Fire), disguise, healing, knowledge (ancient history, heraldry of templars and the city states), language (modern), literacy, omen reading (Air).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, information gathering, knowledge (local history).

Equipment: Standard.

Special Benefits

Oratory: With this power, the priest can remove the effects of the *fear* spell or sway the attitude of a hostile crowd or mob. The priest can use this power three times per day. A single use can do one of the following:

- dispel the *fear* spell from one victim
- change one person's reaction from Hostile to Friendly;
- calm a number of creatures equal to 2x the priest's experience level in Hit Dice (primarily for getting the attention of a group of people and allowing the priest to address them).

Skilled Bargainer: The city priest knows where to get the best deals and how to convince merchants to part with their wares at a discount. He receives a 20% discount on all purchases that he makes in a city.

Special Hindrances

Rural Prejudice: City priests are less comfortable outside city walls. Their urban ways impose a +2 reaction penalty whenever they are outside a city.

Templar Opposition: The templars of the sorcerer-kings do not take kindly to priests preaching the worship of other forces within city walls. Although some elemental shrines can function within a city, they are the exception. Templars are automatically Hostile to all city priests.

Wealth Options: Standard.

Hivemaster

The hivemaster druid lives to foster insectoid and arachnid life wherever it exists. They embody an insectile way of thinking, seeking harmony with the many insects and arachnids that call the wastes home.

Many low-level hivemasters work as beekeepers or the like for city-states or noble families, but more powerful hivemasters forge bonds with packs of thri-kreen, wezer hives, and even dark spider nests.

Hivemasters appear enigmatic. Many attempt to instill insectoid virtues in their followers, such as patience, hard work, and close cooperation, seeing these as the chief virtues of their insect kin.

Some higher-level hivemasters even attempt to influence human societies to adopt a communal pattern modeled on that of hive insects. Others – often styling themselves *webmasters* – take on the patient, deadly personas of predator arachnids or insects such as dragonflies or spiders, ruthlessly hunting down (or lying in wait to trap) their enemies, then striking with swift, unavoidable precision.

A Hivemaster's guarded lands usually center around the dwelling place of the creature for which the druid has the greatest affinity – a cavern filled with spider webs, a field with beehives, an area of rocky badlands that is home to a large herd of kanks, and antloid warren etc.

Recommended Weapons: Quarterstaff, scimitar.

Recommended Non-weapon Proficiencies: Animal lore, endurance, hunting, knowledge (agriculture).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (local history).

Equipment: The hivemaster should spend his initial allotment of wealth entirely on equipment, as he loses any unspent starting money in excess of 1 cp.

Special Benefits

Hive Kin: The hivemaster gains a +4 bonus on animal handling, animal lore, and knowledge (agriculture) proficiency checks concerning insects or arachnids, and can apply the animal handling proficiency to giant insects and arachnids.

Shapechange: From 10th level, the hivemaster can shapechange into a giant insect or arachnid once per day, even if this creature is not common to their guarded lands. He can take the form of a non-venomous giant ant, giant centipede, giant spider, or giant wasp and may assume this form instead of one of his other shapechanging choices (bird, mammal, or reptile). The hivemaster druid is still restricted to assuming only three forms per day, just like normal druidic shapechanging.

Venom Resistance: A hivemaster receives a +4 bonus to saving throws against the venom of insects or arachnids, including giant versions.

Webmastery: A hivemaster may pass harmlessly through spider webs of all sorts, including the *web* spell. When the hivemaster druid casts a *summon insects, giant insect*, *creeping doom*, or *insect plague* spell, the druid increases his effective level by three.

Special Hindrances

Unfamiliar Communion: The Hivemaster's *animal friendship*, *speak with animals*, and *summon animals* spells allow him to summon or communicate with only insects, giant insects, or arachnids. The same applies to the Beast Speech ability, which only works on insects or arachnids. Hivemasters suffer a –3 penalty when using non-weapon proficiencies (animal lore, animal hanlding, etc.) on creatures that are not insects or arachnids.

Wealth Options: Standard.

Landless Druid

Not all druids tie themselves irrevocably to a single locale. Some elect to wander Athas, listening to the spirits of the world wherever they travel, protecting the lands and creatures of Athas wherever needed.

Landless druids typically have a better idea of the "big picture" in the world than other druids and usually remain on good terms with rangers and the tribes of the desert. More powerful druids often use landless druids as messengers or missionaries.

Landless druids tend to be more gregarious than other druids, enjoy meeting and talking with people – especially those who dwell outside the great cities of the Tablelands. Although they may act carefree, bereft of ties to any one place, this attitude masks a keen mind and a strong interest in everything going on around them. Many landless druids have animal companions, finding friendship with them during their travels across the wastes.

Recommended Weapons: Quarterstaff.

Recommended Non-weapon Proficiencies: Animal handling, expression, healing, herbalism, knowledge (religion), mountaineering, running, survival, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Navigation.

Equipment: The landless druid should spend her initial allotment of wealth entirely on equipment, as she loses any unspent starting money in excess of 1 cp.

Special Benefits

Pathfinder: A landless druid is expert at find the best and quickest route in overland travel. The druid and anyone who travels with her receives a 3 point bonus to their movement rate for overland travel (eg, MV 9 becomes MV 12).

Respected: The landless druid receives a –1 reaction bonus from rangers, travellers, and any member of a desert tribe or small settlement.

Wanderer: The landless druid still has a guarded land, but is not tied to one area. Each day, the druid may spend one hour in communion with the local spirits of the land and choose a new guarded land for that day. The druid's major Elemental Sphere is chosen at character creation but her minor Sphere is chosen during this consecration ceremony.

Special Hindrances

Loner: Constantly on the move, a landless druid never allows herself to be burdened. The druid cannot have followers, retainers, hirelings, mercenaries, or even servants until she reaches 12th level (but animal companions can travel with her).

Restricted Gear: The landless druid cannot possess more treasure than she can carry; she either converts the excess into a portable form (gems, etc.) or donates it to a worthy cause.

Wealth Options: Standard.

Lost Druid

The lost druids are those whose guarded lands have been maliciously destroyed – faro fields burned to the ground, oases drained, mountains ruined by mining, and so on. Rather than try to rebuild or move on, a lost druid allows his heart to darken and embraces strange magic to seek revenge on those who have wronged him.

Under extreme stress (and the DM's discretion), a druid may renounce their current kit forever and become a lost druid. Druids of 2nd or higher level lose one level as a result but suffer no other penalties.

Lost druids always feel bitter because of what they have lost. Sometimes they go insane, filled with an insatiable desire for vengeance against those who destroyed their land. A druid who found his oasis destroyed by gith defilers may attempt to plot the downfall of the entire gith race and the death of every last gith. Most lost druids live solitary existences, but sometimes they group together or seek solace with bands of adventurers.

Recommended Weapons: Scimitar, quarterstaff.

Recommended Non-weapon Proficiencies: Animal lore, endurance, herbalism, hunting, spellcraft, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: None.

Equipment: The lost druid should spend his initial allotment of wealth entirely on equipment, as he loses any unspent starting money in excess of 1 cp.

Special Benefits

Animate Dead: At 6th level, the lost druid gains the ability to animate dead animals. Treat this power as the priest spell *animate dead*; however, the druid may use it three times per day, and it affects 1 HD of animals per level of the druid.

Necromancy: Each time the lost druid gains a level, he may learn two wizard spells from the necromancy school of magic and them it to his spell list as if they were spells from the Cosmos Sphere. He may cast these spells using his normal priest spell slots.

Special Hindrances

Adverse Reputation: All rangers and druids with other kits react to lost druids at a +4 penalty, usually with a mixture of pity and fear. Other lost druids have only a +2 penalty to encounter reactions.

Elemental Void: The lost druid loses access to all elemental spells. He also loses access to any class abilities that require his guarded lands to function (such as Beast Speech and Plant Speech, for example).

Reversed Magic: A lost druid casts only the reversed versions of *heal* or *cure* spells.

Wealth Options: Standard.

Shrine Guardian

Scattered like seeds on the wind are the rare shrines of the elementals. Always built over natural features, they usually contain a quantity of an element in its pure form. Clerics say that this helps create a clearer channel of energy to the patron plane. A cleric of the appropriate element, within range of such a shrine, is significantly more powerful than usual.

Clerics who protect and serve a shrine usually do so because they are unable to travel due to age or other circumstances, or because the shrine requires constant vigilance. Water clerics, for instance, may be forced to care for a particular shrine because it rests on the bank of a stream in need of continual surveillance.

Villages and tribal camps are often found near shrines, to exploit the resources of the shrine or implore its guardian to serve as a holy man. The clerics of these shrines are called on to heal wounds, cure sicknesses, and help destroy whatever threatens the settlement. Some priests help their neighbours willingly; others demand tribute. Villages sometimes view these clerics as eccentric hermits, but rarely refuse a healing spell.

Those who commit their lives to a shrine are usually lawful. Chaotic guardians tend to be loners. They are often reluctant to allow anyone near their shrines and may use violence to maintain their solitude. Clerics who offer aid and protection to visitors are usually good-aligned, but neutral priests will often demand some sort of compensation. Evil priests tend to use their shrines as havens from those who would hunt them.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (blacksmithing, mining, stonemasonry), herbalism, knowledge (agriculture, ancient history, religion, cosmology), survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Guardians of mountain shrines receive the mountaineering proficiency. Air clerics tending shrines beneath the starry sky receive omen reading. Others, living on mountain peaks or in windy canyons, may have learned riding (airborne) for use with cliff gliders or charioteering for use with sail carts. A shrine located in a desert or other dry area would force its protector to learn the water find skill. Any shrine known for tending to travellers, especially those of water, will have a protector with healing.

Equipment: Standard.

Special Benefits

Defiling Resistance: Shrine guardians gain a number of bonus hit points that can be used to absorb damage from any spell of defiling magic cast within their shrine. These bonus hit points are equal to the character's level, multiplied by 5. Normal and magical weapons, preserver spells, and clerical spells of other spheres all have normal effects on the cleric. When defiling magic has exhausted the supply of bonus hit points, the cleric begins to take damage normally.

Elemental Immunity: Shrine guardians are immune to the effects of all spells from the sphere of the shrine's element while in their shrine. Spells that don't specifically target the character have no effect if they would indirectly damage the cleric, the shrine, or the element itself.

Power Conjunction: When a shrine guardian is in his shrine, he is in deep communion with his element. At such times, the cleric is always presumed to enjoy the benefits of a power conjunction. This means that his caster level increases by +2. He does not gain any additional spells, but is considered to be two levels higher for determining spell effects. This does not stack with the class ability of the same name.

Special Hindrances

Sacred Ground: Clerics of the same element will never fight while at a shrine, regardless of personal differences. If an attack does occur, for any reason, the elementals will instantly revoke the attacker's powers and ignore him for 1d6 days – during this period, the ignored cleric can cast no elemental spells and can use none of his granted powers. He can prepare no new spells from the Sphere of the Cosmos, but retains those previously prepared (until cast). If the attacker's spell was from the element of the shrine, it will have no effect on clerics of like nature.

Visiting Worshippers: Devotees of the elements sometimes visit shrines to seek the help of wisdom of the guardian. On any given day, there is a 20% chance that a visitor arrives at the shrine seeking aid that will occupy the guardian for the rest of the day. Failing to help those who worship the elements can earn the ire of the capricious elementals.

Wealth Options: Standard.

Templar

Templars are the civil authorities of a city-state. They administer the will of their sorcerer-monarch and enforce the laws of the city, acting as priest, civil servant, mediator, or administrator. They oversee a city's most important civic functions, including law and order, resource management, water distribution, food production, etc. A templar owes allegiance to his immediate supervisors (usually higher-ranking templars) and his sorcerer-monarch, although most templars rarely see their monarchs, and only when there is an important matter to be discussed. Additionally, templars frequently sell influence and favours to interested nobles or tradesmen.

Below is information common to all templars, followed by details for the templars of each city-state.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Etiquette, Heraldry, Information Gathering, Intimidation, Knowledge (local history).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Bureaucracy, Literacy.

Equipment: Any.

Wealth Options: Standard

Balic

Balic's templars are much like their wise, cruel leader, Andropinis. He delights in forcing legal loopholes and manipulating logic to his own ends. Andropinis enjoys mental gymnastics, and has shown favour to the few who have challenged him and provided him with fresh, entertaining dilemmas. Of course, favour is often a quick death instead of a slow one once he wearies of the game.

Most of Andropinis' templars imitate his behaviour. This is done to impress their lord and to gain promotions when they become available.

Special Benefits

Dictator's Aegis: At 5th level, a templar of Andropinis can summon the power of their master and emit a 30-foot aura of protection for one round per level per day. The templar and his allies within this aura gain a +1 bonus on Armour Class and all saving throws. These rounds do not need to be consecutive.

Special Hindrances

Legal Costs: Whenever a templar of Andropinis attempts to exert secular authority over a freeman or noble, he must make a successful Charisma check or be forced to pay 1d4 x 30 cp per level of the target in legal fees in order to have his instructions carried out.

Draj

Tectuktitlay calls his templars "Moon Priests", as he calls himself the "Father of Life and Master of the Twin Moons". He claims that he is a god, that it was he who made the mud flats of Draj into a fertile haven for his cowering, worshipping creatures.

His templars dress in blue robes with a yellow moon embroidered on the front and on the back. Armour and other accoutrements are also decorated in the moon motif, with backgrounds of blue, running to black.

Tectuktitlay's templars are cruel and bloodthirsty individuals. They are especially fond of the king's lavish rituals, such as when Tectuktitlay tears out the hearts of his captives.

Special Benefits

Moon's Madness: At 5th level, a templar of Tectuktitlay can touch a creature (with a melee attack if the creature is unwilling) and fill them with lunacy. The templar chooses from attack rolls, saving throws, or proficiency checks. The target receives a bonus to the chosen rolls equal to the templar's Will Bonus and a penalty to the other two types of rolls equal to the templar's Will Bonus. This effect fades after five rounds and can affect three targets per day. Each target may be affected once per day only. If the target is unwilling, the templar must make an attack roll to hit them.

Special Hindrances

Hearts for the Master: Each templar of Tectuktitlay must bring a live captive to Draj every month for sacrifice in the name of his sorcerer-king. Failure to do so means that the templar will be executed instead. If the templar is away from Draj for more than a month, he must bring one prisoner for each month he was absent on his return.

Eldaarich

The templars of the mad sorcerer-king Daskinor live fraught lives. They have absolute power over the citizenry of Eldaarich but must always watch their backs for betrayal from within their own ranks. Paranoia is a constant companion in the life of a templar in Eldaarich.

Daskinor's templars serve as administrators to the city, and act as the sorcerer-king's eyes and ears, watching for signs of treachery. Eldaarich has become a police state, the templars its enforcers. They command the military. They oversee all records and the distribution of goods and services. They hold the power of life and death for the rest of the citizenry in their terrified hands.

Special Benefits

Instil Fear: At 5th level, a templar of Daskinor can make dire pronouncements that play on the innate paranoia of the Eldaarish once per day. This has the effect of a *fear* spell, although the effect is non-magical. It cannot be dispelled but it can be countered by other magical effects that can counteract fear. The effect is otherwise identical to the 4th-level wizard spell.

Special Hindrances

Enemies Everywhere: Templars of Daskinor live in perpetual fear of betrayal. At the start of each day, the templar must save vs. paralysation. If he fails, the templar suffers a –2 penalty to either attack rolls, damage rolls, or saving throws (player's choice), as he is gripped by doubt and misgiving. This lasts for the rest of the day.

Gulg

The templars of Gulg are fanatically loyal to the sorcerer-queen, Lalali-Puy, and they believe she protects them from the city of Nibenay, with whom they are at war.

Lalali-Puy's templars have two separate orders; judaga priests and champions. Champions are warrior priests who wear heavier armour in combat, wield heavy

weapons, and defy their enemies openly and with righteous convictions.

The judaga are a class of warriors and nobles who behave much like rangers in the forest city of Gulg. Some of Lalali-Puy's priests have followed this path. They generally wear light leather armour, use thrusting weapons (good for ambushes from heavy foliage), and are surprisingly adept at moving quietly through the forests. For this reason, the judaga priests of Gulg almost always have a large repertoire of woodland spells.

All of Lalali-Puy's templars wear necklaces to display their rank Those of first level wear one, while her closest advisor is said to wear at least 10.

Special Benefits

Champion Warrior: At 5th level, a templar of Lalali-Puy who is a champion gains weapon specialisation in one weapon – specifically, a +1 bonus to hit and a +2 bonus to damage.

Judaga Hunter: At 5th level a templar of Lalali-Puy who is a judaga gains a ranger's ability to hide in shadows and move silently in natural terrain, doing so as a ranger of four levels lower.

Special Hindrances

Heat Exhaustion: Templars of Gulg are not used to the baking heat of the desert and take one additional point of Constitution damage when suffering heat stroke or dehydration.

Kurn

The templars of Oronis occupy a unique position on Athas. Although they are the extension of their sorcerer-king's authority, they wield it with care and responsibility. Their position is that of shepherds, not autocrats, and they are respected and admired by the people of Kurn for the status they hold.

Elected to their positions, the templars of Kurn are barred from holding any other public office. This means that the corruption which typifies the templarates of other city-states has not taken hold in Kurn. Templars serve out of altruism or a desire to make Kurn a better place, because they are unable to use their rank to garnish themselves with ill-gotten wealth and power.

Special Benefits

Forest Guardian: Due to the amount of time that Oronis' templars spend tending Kurn Forest, they have gained minor druidic abilities. From 5th level, a templar of Oronis can identify plants, animals, pure water, and pass through forest terrain without leaving a trail at his normal movement rate.

Special Hindrances

Civic Appeal: Templars of Oronis do not have as sweeping powers of secular authority as templars of other city-state. If a citizen of Kurn disagrees with a templar's use of civic authority, the citizen may lodge a civic appeal. The templar must make a Charisma check, with a 1-point penalty or bonus for each level difference between himself and the citizen (a bonus if the templar is higher level and a penalty if the citizen is higher level). If he fails the Charisma check, the appeal is successful and the templar's use of secular authority is negated. The DM may levy further penalties against the templar if the appeal was made on particularly serious grounds.

New Giustenal

The templars of Dregoth, the Dread King of New Giustenal are all first generation dray. They serve their mighty overlord in his subterranean realm, as do the templars of the other sorcerer-kings, venturing onto the surface world as Dregoth's desires dictate.

Templars of Dregoth are ranked from the First Scale (3rd level) to the Fifteenth Scale (17th level). Most are templars in New Giustenal are of the Second Scale (4th level). All are led by the High Templar Mon Adderath, who is the only templar of the Highest Scale (18th level). Dregoth's templars are magically marked by a yellow scale on their spine; each advancement in level is marked by another scale.

In general, Dregoth's low-level templars use weapons of bone and stone. They are allowed to wear some armor, but the better equipment is reserved for higher-level templars. At higher levels, Dregoth's templars wield metal weapons (some magical) and wear extremely protective armor.

In their day-to-day existence, Dregoth's lowest-level templars tend to be a miserable lot. Until they ascend to the Fifth Scale or higher, they are forced to perform

menial jobs, like the city watch. Few care for this job. The citizens of New Giustenal are privileged and ungrateful, prone to excessive complaining, and there is usually little for the low-level templars to do. Any event that escalates into bloodshed is a relief to the bored and frustrated soldiers, especially the occasional incursion of a creature from the tunnels or the rarer appearance of an other-worldly visitor.

Dregoth's templars welcome any opportunity to venture into the surface world. Not only does this alleviate the tedium of life in New Giustenal, but it also offers them the chance to acquire new gear and experiences, and win favour in the eyes of their lord.

Special Benefits

Ravager's Prowess: At 5th level, a templar of Dregoth gains the use of any one weapon proficiency once per day, for one round per level. This can grant the templar a specialisation in armour, shield, or a weapon, or in a fighting style – or anything else that can be bought with a weapon proficiency slot.

Special Hindrances

Feared: Dregoth's templars are feared by other dray and suffer a +2 reaction penalty in all dealings with dray. Reactions to them can never improve beyond Indifferent.

Hierarchy: A templar belongs to a rigidly hierarchical organisation and must obey the commands of any templar that outranks him.

Wealth Options: Standard.

Nibenay

The templars of the Shadow King are the most feared and terrible of all. They wield terrible barbed spears made of agafari wood from the Crescent Forest and their armour is typically formed from the black carapaces of giant insects, ridged with hideous rows of spines and other natural, and deadly, decorations.

Most of Nibenay's templars are women – very few men are chosen. Some say they serve as the king's wives as well as his warriors. When not armoured for combat, they dress in simple saramis – the higher the templar's rank, the less they wear. Nibenay's most senior templars wear nothing at all.

The templar warriors of Nibenay frequently have to fight the judaga and champions of Gulg. They prefer to stand in formation, forcing opponents to do open battle. This tactic rarely gives them a victory, but neither does it bring defeat The open battle tactic is one of the reasons why the war between Nibenay and Gulg has lasted for so many centuries. Perhaps the Shadow King and Lalali-Puy like it this way. It has been said that there is no ally like a common enemy

Special Benefits

Formation Combat: Templars of Nibenay gain a +1 to hit, damage, and Armour Class when fighting alongside their fellow templars in close formation.

Special Hindrances

Slow Advance: Templars of Nibenay reduce their movement rate by 50% (to a minimum of 3) when fighting with their fellow templars in close formation.

Raam

The templars who serve Abalach-Re are the most timid of the lot, but also some of the most dangerous. Templars only operate in large groups in Raam because of open defiance to the Grand Vizier, usually forming cliques or teams that are loyal to each other, but not necessarily loyal to other groups of templars, or even to their sorcerer-queen.

The paranoid templars of Raam feel constantly besieged by the never-ending raids and double-cross plans carried out by the nobles of their city, so they frequently carry a large number of divinatory and defensive spells (of Air and Earth Spheres).

Abalach-Re's templars dress in white robes, often covered by armour, with the symbol of Badna, the false god worshipped by the Grand Vizier, emblazoned in the centre.

Special Benefits

Badna's Blessing: At 5th level, a templar of Abalach-Re can emit a 30-foot aura of fortune for one round per level per day. Any time the templar and allies within this aura make an attack roll, they may roll twice and pick the best result. These rounds do not need to be consecutive.

Special Hindrances

Open Mockery: If a templar of Abalach-Re is in Raam and is not in the company of other templars or well-guarded, there is a 3 in 10 chance per hour that he will be attacked by citizens of Raam. Depending on their reactions, they may only seek to humiliate the templar but, at worst, they will try to kill him.

Tyr

Although standard templars have spellcasting abilities granted through their affiliation with a sorcerer-king. Tyrian templars have irrevocably lost that ability with the passing of Kalak. They still possess their other class-related abilities and perks, however, excepting dominion over slaves. Tyr no longer permits slavery.

Since Kalak's death, many templars left to serve other sorcerer-kings (or died trying), while others were killed by enemies or ambitious underlings. Tyr's templars have begun recruiting others from within the city-state to fill their ranks. Tyr's templars are overseen by the Council of Advisers, and King Tithian. They are as open to corruption as the templars of any other city-state.

Special Benefits

Contacts: Since Kalak's fall, Tyr's templars have been forced to cultivate contacts among the populace. A Tyrian templar has 1d3+1 contacts. These may be merchants, other templars, tavern keepers, agents of the Veiled Alliance, even beggars or slaves. The DM should develop each one. The contacts are resources the templar may use to dig up information or get things done.

The templar should be careful of her contacts; once killed or alienated, they are gone forever. The quality of information provided by a contact depends on how the PC treats the character. As a general rule, contacts must be paid 1d6 x 10 ceramic pieces per level of the contact to produce a specific piece of information or to perform a small favour. If treated well, contacts may be also be able to loan the PC money or equipment, hide her if she's on the run, or track down illegal supplies for her. Once again, the quality of these services depends on how well the templar treats her associates.

Secular Authority: The character retains the templar class abilities (apart from spellcasting) noted in the **Campaign Guide**. Their level in their main class is used in place of templar level if they change class.

Special Hindrances

Enemies: Many Tyrians despise and fear templars and may attack a vulnerable character without provocation. The underhanded corruption that rules a templar's daily life gains her many enemies, both within and outside of the organisation. A templar must always watch her back.

A Tyrian templar has 1d2 enemies of low level. As time goes by, she will probably make new ones all by herself. Old enemies may grow stronger as the templar gains levels. Good choices might include other templars, nobles, merchants, criminals, and elves. The DM should judge when and where enemies show up. Their actions may range from simply spreading nasty rumours about the templar to deadly attempts on her life.

Ur Draxa

The templars of Ur Draxa serve the Dragon and see themselves as the most elevated beings in a society already noted for its arrogance. Draxan templars otherwise function like templars anywhere in the Tablelands

They are the city's administrators and supervisors, directing the distribution of goods, managing the properties reserved for the Dragon, and maintaining law and order within the city. Schooled in doctrine and martial philosophy, they ensure that Draxan citizens maintain the **shai**, or Draxan martial spirit.

Draxan templars play a close role in the preservation of their culture's art and lore but frequently suppress that which they disapprove of. Many are attached to Draxan military units, functioning as political officers.

Draxan templars usually wear black, chitinous hide armor and carry short swords and spears on duty. Otherwise, they wear studded leather armor. They do not wear robes of office – like all Draxans, a templar is a warrior first and foremost.

Special Benefits

Shai Exhortation: At 5th level, a templar of Ur Draxa can exhort other Draxans to greater martial spirit, granting them increased endurance and fortitude in the face of adversity. All Draxans within 30 feet of the templar receive +1 hit point per two levels of the templar for one round per level. These rounds do not need to be consecutive.

Special Hindrances

Cultural Stagnation: Draxan templars suffer a –5 penalty on all craft, expression, and knowledge non-weapon proficiency checks. Draxan templars have become accustomed to slaves performing such tasks and their own and abilities have atrophied as a result.

Urik

The dread King Hamanu is the most warlike, ruthless, and arguably the most powerful of the sorcerer-kings. His armies have never met defeat when he led them, and his generals make war with a fanaticism born of knowing the price of failure.

To be a templar under Hamanu is to train for war constantly. Every man spends at least four hours every day in weapons training, and knows only too well the harsh lessons the veteran masters will teach them if their guard is down, even for a second.

Hamanu's templars dress in ornate yellow robes and bear arms made of obsidian from the the mines of the Smoking Crown Mountains. Those of higher rank carry metal weapons and wear metal breastplates and helms.

The templars of Hamanu are utterly ruthless and without pity. The militaristic city-state of Urik does not allow weak emotions to surface. Templars who hesitate in the face of adversity will quickly find themselves spitted on one of the obsidian spikes that line Hamanu's arena.

Special Benefits

Lion's Strength: At 5th level, a templar of Hamanu can add his Will Bonus to his Strength score for one round per level per day, increasing his Strength by a commensurate amount. The templar's modified Strength score cannot exceed 22. These rounds do not need to be consecutive.

Special Hindrances

Brutal Regime: Templars of Hamanu are the products of an extremely harsh regime and find it hard to shake off the learned behaviours that arise because of this. A templar of Hamanu's Charisma score is treated as being three points lower for the purpose of Loyalty adjustments and the maximum number of retainers he can have. Reactions and Charisma checks are unaffected by this modifier.

Hierarchy

All templars belongs to a rigidly hierarchical organisation and must obey the commands of any templar that outranks them.

Tribal Priest

The struggle for survival in the badlands outside the city-states of Athas is fierce and terrible. Thousands of tribes wander the wastes; each year hundreds are slaughtered, enslaved, or simply starve. One of the most vital edges a tribe can possess is access to the magic of a druid or cleric, whose spells can mean the difference between life and death for the tribesmen.

The tribal priest is a character with a heavy burden to bear – nothing less than the survival of his family and friends. He is often one of the most respected and feared members of the tribe, and his words are extremely influential. PC tribal priests are assumed to come from a tribe that can spare them for the occasional adventure; otherwise, the character would spend all of his time creating water, quelling squabbles, and healing the tribe's warriors.

When tribal priests spend time away from their tribe, this is usually because they are only students or shamans-in-training with an elder tribal priest who remains with the tribe. At other times, it is because the tribe is successful and stable enough that the priest can leave them to fend for themselves from time to time while exploring and adventuring in the world beyond tribal lands.

Even when away from home, tribal priests mostly associate with the raiders and nomads of the wastes. They do not wander too far, always remaining close enough to their home so that they can return if needed. A tribal priest who spends most of his time associating with urban characters from Athas' city-states is not paying attention to the responsibilities of his position.

Templars cannot be tribal priests – their power lies in the domains of the sorcerer-monarchs and does not extend to the tribes of the Tablelands. Tribal priests may be of any alignment and race. Elemental clerics are most often found as tribal priests, since they are not tied to one place and can accompany their tribe in its travels. On occasion, a druid will be found as the patron of a tribe that spends a lot of time in or near the druid's guarded lands.

Tribal priests have to be able to survive the rigorous life of a tribesman before they become a priest; a character must have a Constitution score of 13 or better to qualify as a tribal priest.

Recommended Weapons: In addition to the weapons appropriate for a cleric or druid, the tribal priest is required to select one of the following weapons: knife, dagger, short bow, spear, or sling. These are the weapons of the nomadic tribes. The priest can spend a weapon proficiency slot as normal in order to learn how to use one of these weapons.

Recommended Non-weapon Proficiencies: Animal lore, herbalism, hunting, navigation, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Endurance, survival (in the terrain favoured by the tribe).

Equipment: Tribal priests come from societies that are forced to make do with the most basic of materials. They may not purchase any metallic weapons or equipment when they begin play. Once play begins, the tribal priest is unrestricted in the gear that he can buy and use.

Special Benefits

Honoured: Tribal priests are recognised throughout the wastes of Athas as important people. When dealing with any nomad, raider, slave tribe, or herdsman, the tribal priest gains a –3 bonus on reaction checks. This can be a disadvantage, as an outside tribe desperately in need of a new priest may be inclined to seize the tribal priest for their own if he impresses them too much.

Tribal Support: Tribal priests can always find shelter, food, water, and assistance with their protected tribe. The tribal priest can also arrange for up to one guest per level to receive similar aid. Note that while a tribe can always accommodate the priest himself, a large number of guests may severely strain the tribe's resources, and the tribal priest should never bring more guests than the tribe can support. To do so means losing the respect of the tribe for a period determined by the DM.

Special Hindrances

Tribal Rivals: The tribe's enemies are the character's enemies. The character must select three distinct groups (for example, gith of the Black Spine Mountains, the Jura-dai elven tribe, and the slave tribe Werrik's Stalkers) to become his tribe's enemies. Whenever the character encounters these enemies, he suffers a +4 penalty on his reaction check with them, since his tribal markings and attitudes clearly mark him as a potential foe.

Tribal Ties: The tribal priest is first and foremost tied to his tribe. Although he can occasionally leave the tribe to go adventuring, there are times when he is needed by his people. There is a 30% chance that the priest is required by his tribe anytime he considers undertaking an adventure that would take him away for a long time. The DM should enforce this rigidly for a character who tends to neglect his background, and be more generous with players who are role-playing their characters well.

Wealth Options: Tribal priests are impoverished, beginning play with only a few hand-crafted items. They receive only 3d6 x 10 cp instead of the normal starting money of 3d6 x 30 cp.

Wanderer

Wanderers are the most common type of cleric encountered beyond the walls of the sorcerer-monarchs. Much like the bards of other worlds, clerics beneath the dark sun spread the news and carry their unique message of preservation to nomadic campfires and to the villages and small towns that speckle Athas. As a consequence of this wandering lifestyle, these elemental priests are usually well received in the settlements they visit. They heal the sick and wounded, help defeat local threats, and use the abilities of particular spheres to aid villagers.

Earth clerics understand the soil and what needs to be done to preserve the land. They teach these principles to those stubborn farmers who eke out a living from the deserts.

Air clerics rely on the ever-shifting wind patterns of the desert and the positions of the stars in the vast heavens to guide them through the treacherous wastes and reveal the future success of local crops or the fate of a village. They teach all who will listen how to build wind-powered carts or gliders.

Fire clerics learn the secrets of creating flame under adverse conditions early in their training. They are often asked to slay marauding creatures or to eliminate bands of raiders, and they execute these tasks with fiery enthusiasm.

Water clerics are adept at finding pools and puddles, small collections of their precious liquid. They also tend to agricultural concerns, and may be asked to give water or to heal more serious injuries, plagues, or diseases.

Wanderers are chaotic, though may be good, neutral, or evil. Clerics of good alignment rarely ask for more than food and shelter for their services, while those of neutral tendencies may require favours or payment Evil wandering clerics are often seeking something, such as directions to a reputed magical item or treasure. They only aid those who can assist them in their quest.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Craft (blacksmithing), knowledge (agriculture, ancient history), omen reading (Earth and Fire), craft (bowyer/fletcher) (Air), craft (mining, stonemasonry), endurance, mountaineering, navigation, riding (land-based) (Earth), healing, survival (Water).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (agriculture) (Earth), navigation (Air), survival (Fire), water find (Water).

Equipment: Standard.

Special Benefits

Reputation: Wanderers enjoy respect and admiration for the services they provide to Athas' scattered communities. As a result, they receive a –2 reaction bonus from NPCs whenever they are outside the cities of the Tablelands.

Shelter: Wanderers are welcomed by the communities of the Tablelands outside the cities. Whenever a wanderer is in a settlement other than one of the cities, he may find food, shelter, and safety for as long as he needs. The wanderer will be able to earn a small amount of money (2d10 ceramic pieces) by helping the local inhabitants with some small task or other during this period.

Skilled Traveller: Wandering priests are familiar with the wastes and their landmarks. A wanderer reduces his chance of getting lost by 25% at all times. This stacks with the benefit granted by the navigation proficiency and can be shared with the wanderer's companions, assuming that the wanderer is able to communicate this information to them.

Special Hindrances

Light Gear: Wanderers travel light, taking only what they can carry. A wanderer will never carry enough gear to encumber himself or his mount – if gear carried would reduce movement, the wanderer eschews it.

Obligations: Wanderers are often called on to help out in the scattered settlements of the desert. A wanderer spends one week per month at work on meeting these obligations, lending assistance to one village or another with a variety of menial but essential tasks. Failing to do so means that the wanderer can no longer enjoy shelter or a good reputation. Word spreads quickly when a wanderer fails in his duties to the people who are willing to sustain and support him.

Urban Prejudice: At home in the wastes, wanderers are less comfortable in the great cities of the Tablelands. Their uncivilised ways impose a +2 reaction penalty from those NPCs they encounter whenever they are in a city.

Wealth Options: Standard.

Psionicist Kits

Auditor

The cities of Athas are filled with intrigue and treachery. In this setting, information is a weapon that may be wielded against one's enemies. The auditor specialises in extracting information through psionic observation or interrogation. Few can keep a secret from her.

The auditor's job description ranges from information broker to psionic assassin. In most cities, the templars have auditors working for them. Other auditors are members of the Veiled Alliance, criminal gangs, or are employed by the merchant dynasties.

An evil auditor can be an excellent nemesis for any adventuring party. She knows where to find the PCs and, even if she is not working directly for the templars, she will sell them out for the right price. Armed with formidable psionic abilities, she may be able to coerce surrenders out of the most fanatical characters.

As a member of the adventuring parry, the auditor is a vital information contact. Her awareness of the characters and the subtleties of any situation prevents her from being surprised or distracted in an urban adventure. A few hours of observation can ferret out the most deeply buried secrets.

Auditors are known by different names in each city. The auditors of Tyr's Elven Warrens are usually referred to as *sellminds*, while those of Urik are called *investigators* or *mindeyes*.

Auditors must select either clairsentience or telepathy as their primary discipline. Psychometabolism and psychoportation are favoured as secondary disciplines for their espionage uses.

Recommended Weapons: The auditor is required to be proficient in the dagger, knife, puchik, or short sword.

Recommended Non-weapon Proficiencies: Etiquette, forgery, knowledge (heraldry, local history, psiology), observation, reading lips.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise, information gathering.

Equipment: The auditor does her best to blend in with the crowd. Weapons are small and concealable, armour is covered by loose robes or cloaks, and dress and accessories match local custom. Failing to do so can arouse suspicion.

Special Benefits

Contacts: The auditor begins play with 1d3+1 contacts and gains an additional contact whenever she gains a level. Contacts may be merchants, corruptible templars, tavern keepers, agents of the Veiled Alliance, or even beggars or slaves. The DM should carefully develop each one. The contacts are resources the auditor may use to dig up information or get things done.

The auditor should be careful of her contacts; once killed or alienated, they are gone forever. The quality of information provided by a contact depends on how the PC treats the character. As a general rule, contacts must be paid 1d6 x 10 ceramic pieces per level of the contact to produce a specific piece of information or to perform a small favour. If treated well, contacts may be also be able to loan the PC money or equipment, hide her if she's on the run, or track down illegal supplies for her. Once again, the quality of these services depends on how well the PC treats her associates.

Special Hindrances

Obtrusive Appearance: If an auditor fails to blend in with local inhabitants (being heavily armed or armoured, or not observing local customs), she arouses suspicions as to her motives and suffers a +1 to +3 reaction check penalty.

Enemies: Trouble follows the auditor. Just as she collects allies and informants, she also collects enemies. Enemies are like contacts in reverse; they sell out the psionicist to anyone who asks, provide assistance for rivals, and may even come hunting for her themselves. Just like a contact, an enemy should be carefully developed by the DM.

An auditor begins play with 1d2 enemies of low level. As time goes by, she will probably make new ones all by herself. Old enemies may grow stronger as the psionicist gains levels. Good choices might include: templars, nobles, merchants, criminals, elves, and other auditors. The DM should judge when and where enemies show up. Their actions may range from simply spreading nasty rumours about the PC to deadly attempts on her life.

Wealth Options: The auditor begins play with 3d4 x 30 ceramic pieces.

Beastmaster

Domesticated and wild animals are important to Athasian society. Creatures such as mekillots, inixes, and crodlus are vital to warfare, trade, and labour. Exotic creatures like tembo and kirre can be found as guard animals and arena combatants in decadent cities. Nomads revere the creatures of their lands and seek to understand them through the Way.

The beastmaster is a psionicist with an affinity for animals of all kinds. He can calm a raging mekillot with a few soothing words, or turn the most loyal guard creatures to his side. He is an outsider who is more comfortable with his animal charges Most beastmasters are not natives of the cities, but instead come from small villages or nomadic tribes – a background in which the young psionicist has extensive experience and contact with the animals he understands so well.

Good-aligned beastmasters are defenders of animal rights and carefully weigh the use of their powers. If an animal's life must be disturbed to accomplish the character's goal, the psionicist tries to return the creature to its original situation when finished. Evil beastmasters perceive animals as tools to be used and then discarded.

Beastmasters are withdrawn and have difficulty dealing with human society. They often make people around them uncomfortable.

Beastmasters must select telepathy as their primary discipline. Psychometabolism is favoured as a secondary discipline.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Endurance, hunting, knowledge (psiology), riding (any), running, survival, tracking.

Bonus Weapon Proficiencies: Whip.

Bonus Non-weapon Proficiencies: Animal handling, animal lore.

Equipment: Standard.

Special Benefits

Animal Empathy: If a beastmaster carefully approaches or tends any natural animal, he can try to modify the animal's reactions. When dealing with domestic or non-hostile animals, a beastmaster can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best kank in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must roll a saving throw vs. rods to resist the beastmaster's overtures. The beastmaster imposes a –1 penalty on the die roll for every three experience levels he has earned. If the creature fails the saving throw, its reaction can be shifted one category as the beastmaster chooses. Of course, the beastmaster must be at the front of the party and must approach the creature fearlessly.

Beast Telepathy: The beastmaster receives a +1 bonus to his power check anytime he uses a telepathic power against an animal subject.

Expanded Skill: Beastmasters may learn any recommended proficiency for one slot, even if it would normally cost them two.

Special Hindrances

Beast Mind: Beastmasters have difficulty using their telepathic powers on sapient subjects and suffer a –1 penalty to the power check of any power used against an intelligent opponent.

Socially Awkward: The beastmaster's awkwardness imposes a +2 reaction check penalty when dealing with urban characters. Encounters in a city-state count, but meetings with desert nomads or villagers would not.

Wealth Options: The beastmaster begins play with 3d4 x 30 ceramic pieces.

Mercenary Psionicist

No place on Athas is safe from psionics. Armies and fortresses mean nothing to a master of the Way. To answer the threat of psionic attack, nobles and merchants retain the services of mercenary psionicists to guard against other users of the Way.

The mercenary psionicist serves the highest bidder. Most are reliable and return good service for their wages, but others may betray their employers. Mercenary psionicists are most frequently employed by noble families and merchant dynasties.

Humans, elves, and half-elves are the most common mercenaries. Dwarves and halflings find the exchange of service for ceramic pieces to be unsatisfying.

The mercenary psionicist tends to be a hardened veteran who trusts no one. Idealists don't belong in this line of work. The mercenary is often an outstanding tactician and battle leader, since he is intelligent enough to see what must be done to win and pragmatic enough to do it.

Fighting mercenaries often specialise in psychometabolism or psychokinesis. Guard mercenaries or professional spies often select clairsentience or telepathy.

Recommended Weapons: Dagger, knife, hand axe, scimitar, quabone, wrist razor.

Recommended Non-weapon Proficiencies: Armour optimisation, knowledge (psiology), mental armour, power manipulation, psicraft.

Bonus Weapon Proficiencies: Heavy crossbow or long sword.

Bonus Non-weapon Proficiencies: Riding (land-based) and either knowledge (heraldry) or navigation.

Equipment: Standard.

Special Benefits

Easy Employment: The mercenary psionicist can approach most caravans, merchants, or nobles and offer them his services. There is a 50% chance they will accept, hiring him at a wage of 5 cp per day per level. This may be modified by the situation and the character's sales pitch.

Weapons Training: A mercenary psionicist may select a weapon of choice. When he attacks with that weapon type, he gains a +1 bonus to all attack and damage rolls.

Special Hindrances

Under Orders: While he is in someone's employ, the mercenary psionicists life is supposed to be devoted to his employer. He will be called upon to spend at least half of his time watching over his employer's enterprises or accompanying his employer's caravans and troops. If the psionicist ignores this restriction, he'll quickly lose his job.

Weaker Will: Mercenary psionicists are weaker in Will than others. The cynicism required of a mercenary is not compatible with the power of belief necessary to master the Way. They gain 1 less psionic strength point per level than normal.

Wealth Options: Psionic mercenaries begin play with 3d4 x 30 ceramic pieces, plus their choice of a mount, a non-metal weapon, or a suit of leather armour.

Noble Psionicist

Almost all humans and demihumans have some potential with the Way, but very few people are fortunate enough to find a tutor for their mental powers. These untutored potentials are fated to go through life as wild talents, possessing only a fraction of the powers they would if they had studied. On Athas, learning and study for its own sake is often a luxury only the wealthy and the noble can afford.

The noble psionicist is a character who was enrolled in a rigorous training regime by her family when she was young. Like children of our own world who take piano lessons, most find the study of their own minds to be unpleasant work, but others stay with their tutors and develop into formidable psionicists. These nobles enjoy a powerful edge over their rivals and are some of the most clever and cunning of opponents.

The noble psionicist is virtually a pariah among Athas' degenerate nobility. Her clear mind and self-discipline are virtues seldom found among the elite of the Seven Cities. Despite her distance from the social scene, she is still well-treated and respected by both her allies and her enemies.

To her family, she is a valuable asset, a steel-bladed sword to be wielded against their rivals. In time, as the head of the family, she possesses the wisdom and the clarity of thought to bring the house even greater power and influence.

As an adventurer, the noble psionicist often has a challenging agenda mapped out by her family that can interfere with the adventuring life. Whether or not she follows that agenda is her own business. Until she actually assumes the mantle of leadership and the noble title, she is free to pursue her own studies.

Noble psionicists may be humans, elves, half-elves, or dwarves. They may choose to be of any alignment open to the psionicist. There are no special ability requirements. Telepaths and clairsentients are greatly preferred for their information-gathering abilities.

Recommended Weapons: Any weapon generally associated with the nobility of the character's home. The noble weapons of the Seven Cities are: short sword (Balic), javelin (Draj), bow (Gulg), club (Nibenay), flail (Raam), long sword (Tyr), and lance (Urik.).

Recommended Non-weapon Proficiencies: Expression (dancing), harness subconscious, literacy, meditative focus, riding (land-based).

Bonus Weapon Proficiencies: Nobles enjoy access to excellent weapons training. Many are taught the basics of self-defence at an early age. The noble psionicist receives a bonus weapon proficiency that can be used to learn martial arts or to specialise in a related fighting style such as the Unarmed Fighting Style.

Bonus Non-weapon Proficiencies: Etiquette, knowledge (heraldry, psiology).

Equipment: While a noble psionicist does not particularly enjoy the display of wealth, she also understands that appearances must be maintained – see hindrances below.

Special Benefits

Life of Luxury: The noble psionicist begins play with more money than other psionicists – see wealth options below. She also has a family, clan, or estate to support her. If she wishes, the noble psionicist can live with her relations indefinitely, enjoying a life of luxury and privilege. However, a noble psionicist who lives off her family's fortune will find that the family expects her full loyalty in return.

Social Respect: The noble psionicist receives a –3 bonus on reaction checks with any member of her culture or society who recognises her as a noble. Many of Athas' lower classes have no love for nobility, but every citizen of a city-state has learned to respect it. A noble character in common clothes will not be recognised as a noble, no matter how many people she tells – she needs to look the part.

Special Hindrances

Familial Obligations: This applies only if the noble psionicist is living off her family and using their estate as her home base. Her relations are glad to have her around, and will often ask her for favours or support. At least once a week, the character will have to fulfil a family obligation; she may need to use her mental abilities against the house's enemies, she may be asked to spy on another rival house, or she might even be "invited" to attend to the sorcerer-king as the house's representative.

The DM should use this as a tool to reinforce good role-playing; a wealthy PC who asks her family to buy steel weapons for all her friends had better be prepared to pay for it with her time and effort!

Keeping up Appearances: The noble psionicist must maintain appearances. She must always purchase the finest version of any clothing or gear she needs. The noble psionicist must pay 150–200% (d6+14 x 10%) the normal cost of any clothing or equipment she purchases in order to make it clear that she is a person of privilege. If the noble psionicist cannot look the part, she will have a difficult time convincing NPCs that she is a noble.

Wealth Options: The noble psionicist begins play with 3d4 x 90 cp. At the DM's option, the character can also receive a stipend from her family equal to 10 cp per month per character level.

Psiologist

The psiologist is a student of the Way who has trained extensively in the academies. He benefits from the wisdom of hundreds of great masters. Free to concentrate on his powers, the psiologist has a great understanding of his Will and its uses.

The psiologist believes in the superiority of psionics over any other physical or magical discipline. Anything is possible through the Way, if one possesses sufficient Will. A psiologist is a traditionalist who uses techniques proven by time. Psiologists believe themselves to be superior to other psionicists.

In truth, much of the psiologist's air of superiority is warranted. They genuinely are the most skillful and powerful of psionicists, achieving levels of mastery that lesser mortals can only dream of attaining. If this lends them a reputation for arrogance, it is not entirely unearned, but nor is their superiority entirely misplaced. Psiologists are indeed highly skilled manifesters.

Psiologists must be lawful in alignment and are required to have an Intelligence of 15 or better in addition to normal requirements.

Recommended Weapons: Psiologists may only select weapons from dagger, hand crossbow, knife, quarterstaff, or short sword.

Recommended Non-weapon Proficiencies: Expression (any), healing, knowledge (ancient history, psiology, religion), meditative Focus, psicraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Harness subconscious, power manipulation.

Equipment: Standard.

Special Benefits

Academy Member: The psiologist belongs to a formal school or established academy. He may stay there as long as he wishes, and even provide for guests for a short time (one guest per level/one day per level is appropriate) if he so desires. The school aids him in general research, developing new abilities, and advancing in level.

Expert Tuition: The psiologist enjoys access to the finest libraries and tutors. His total concentration to his discipline enables him to grow strong in the Will faster than other characters do; he gains 2 additional PSPs every time he gains a level.

Skilled Manifester: The psiologist improves his abilities faster over time. At even-numbered levels (2nd, 4th, 6th, and so on) he gains a +1 to power checks with one power of his choice.

Special Hindrances

Magic Averse: The psiologist avoids using magical items or spells wherever possible. He may keep one magical weapon, one magical protective device (a *ring* or *cloak of protection*, for example), and no more than two miscellaneous magical items such as potions, scrolls, or other items. If the character exceeds this limit, he earns only half the experience for the adventure that he normally would.

This limitation also applies to receiving magical aid from other characters in the form of spells. Receiving a beneficial spell (*bless*, *haste*, *cure light wounds*, etc.) during an adventure penalises the character 10% of his experience earned during that adventure. Multiple infractions can reduce his earned experience by as much as 50%, but no more.

Poor Combatant: A psiologist is not a skilled warrior and suffers a –1 attack roll penalty to reflect his lack of practice with weapons.

Simple Gear: Psiologists disdain the use of armour or heavy weapons, believing their art to be sufficient protection from their enemies. They are limited to the weapons listed above and may not wear any type of armour.

Wealth Options: The psiologist begins play with 3d4 x 30 ceramic pieces.

Sensei

Sensei combine psionics with the study of unarmed combat. They meld intensive physical training with the Way, seeking to become the perfect weapon.

Sensei are rare in the Tyr region, since their art is extraordinarily demanding. Few people are even aware that they exist. Each sensei charts his own course in life; there is no organisation or school that binds them together. Some may be assassins, others gladiators, and others wandering champions who fight against injustice.

Sensei are students of the art of combat, seeking to defeat their foes physically, mentally, and spiritually. They are supremely confident in their abilities and understand their capabilities and limitations exactly. Mere treasure is not enough to win a sensei's service; they only exercise their skills for worthy causes.

In the adventuring party, the sensei is an infiltrator and scout who can strike swiftly to devastating effect His dedication to self-improvement makes him an unapproachable character who inspires fear in friend and foe alike. There is little room in the sensei's existence for anything but the quest for perfection.

The sensei must choose psychometabolism or psychokinesis as his primary discipline. Psychoportation and telepathy are preferred secondary choices.

In addition, a sensei must have a Dexterity of 15 or better and a Strength of 13 or better.

Recommended Weapons: The sensei may choose his weapons from dagger, dart, knife, quarterstaff, spear, gythka, or chatkcha. At least half of all weapon proficiencies must be spent on unarmed combat, either through fighting style specialisations, unarmed combat, or martial arts.

Recommended Non-weapon Proficiencies: Endurance, expression (dancing), healing, navigation, running, swimming, tightrope walking.

Bonus Weapon Proficiencies: The sensei receives a bonus weapon proficiency that can be used to learn martial arts or to specialise in a related fighting style such as the Unarmed Fighting Style.

Bonus Non-weapon Proficiencies: Acrobatics, meditative focus.

Equipment: The sensei wears no armour, as it hampers his ability to move. He may use any of the weapons listed above.

Special Benefits

Expanded Skill: A sensei can learn any of his recommended non-weapon proficiencies for one slot, even if he would normally pay two slots to acquire that proficiency.

Unarmed Combat: The sensei gains a +4 to CMB and CMD when using unarmed combat (as a gladiator). He may specialise in unarmed combat and martial arts as if he were a fighter, spending additional proficiency slots to gain mastery, high mastery, and grandmastery of these combat forms. See **Chapter Six: Proficiencies** for more information on this.

Weapon Expertise: The sensei gains a +1 attack bonus with any weapon he is proficient in to reflect his superb training.

Special Hindrances

Psionic Limitation: Since he seeks to master both physical and psionic skills, the sensei is not as devoted to pure psionic study as other psionicists are. He suffers a penalty of 1 PSP per level.

Restricted Gear: The sensei may not wear armour or use magical devices to improve his Armour Class. He will not use magical weapons, either. The sensei believes in his own ability and disdains the use of such crutches in the practice of his art. The pure gifts of his mind and body are all the true sensei needs to succeed.

Wealth Options: A sensei cares nothing for material wealth and eschews almost all material possessions. He begins play with 3d4 x 10 ceramic pieces and may never carry more personal treasure than can fit in a small belt pouch.

Soulknife

A soulknife is a warrior of the Will and the Way and recognises her own mind as the most beautiful – and the most deadly – thing in all creation. With this understanding and through extended practice, a soulknife learns to forge her mental strength into a blade of metacreative matter. Each soulknife's personal blade, referred to as a *mind blade*, differs in form and shape according to her personality, mental strength, and even mood. Although no two mind blades look alike, all share the same lethal qualities.

More than any other psion, the soulknife fights with psionic power directly in combat. Strength, combat prowess, and psionic talent allow the soulknife to claim equal footing on the field of battle.

The soulknife's limited armour and defensive abilities can be a hindrance in combat, but her varied blade abilities make her an excellent mobile warrior or battlefield controller.

While caution and forethought go into a soulknife's preparation for adventure, most have a hard time restraining their natural bravado and showmanship. After all, how many adventurers can dispatch opponents with a blade materialised from pure thought? Thus, for many soulknives, adventuring presents an opportunity to do what they love most: Wield the idealised blade wrought of their innermost desires.

Recommended Weapons: None. The soulknife uses her mind blade almost to the exclusion of all else.

Recommended Non-weapon Proficiencies: Crystal focus, meditative focus, mental armour, psicraft.

Bonus Weapon Proficiencies: Any one fighting style specialisation from the Single Weapon Fighting Style.

Bonus Non-weapon Proficiencies: Harness subconscious.

Equipment: Standard. A soulknife cannot wear any armour. Wearing armour interferes with the mental focus needed to manifest her mind blade.

Special Benefits

Mind Blade: For 3 PSPs, a soulknife can manifest a mind blade – a melee weapon composed of psychic force that appears in her hand – for one round per level. The mind blade can be any one-handed weapon and deals damage as per a steel weapon of its type.

At 5th level, a soulknife can spend 5 PSPs to manifest a two-handed weapon instead, or two one-handed weapons (one in each hand).

The soulknife can spend additional PSPs on the mind blade to give it additional characteristics, as follows:

- For 2 PSPs, the mind blade strikes as a +1 weapon. For 5 PSPs, it strikes as +2 weapon, for 10 PSPs, it strikes as a +3 weapon, for 20 PSPs, it strikes as a +4 weapon, and for 40 PSPs, it strikes as a +5 weapon.
- For 3 PSPs, the mind blade deals elemental damage of a type chosen by the soul knife for an additional 1d6 damage.
- For 10 PSPs, the mind blade deals a critical on a roll of 19 or 20
- For 50 PSPs, the soulknife can release the mind blade to fight on its own. She can then manifest a second mind blade to wield herself as normal.

Special Hindrances

Armour Limitation: Soulknives do not wear armour, as it interferes with the mental focus needed to manifest their mind blade.

Broken Blade: A mind blade can be sundered, just as a normal weapon of its type. If the mind blade is broken, the soulknife is stunned for one round. After this, she can make a saving throw against paralysation to regain her mental focus – on a successful save, she can manifest another mind blade.

Wealth Options: Standard.

Untutored One

The powerful manifestations of psionics in Athasian peoples often run in strange courses. Sometimes students with access to the greatest teachers barely master the basics of the Way; sometimes rogue talents of unbelievable strength arise in the most savage of tribes.

The untutored one is a psionicist who has learned from no one but himself. Some are tribal psionicists or escaped slaves or raiders who have honed their abilities beneath the desert sky. Some are students of ancient psionic methods that predate the teachings of the great academies of the Tablelands and the rise of the teachings of Tarandas. Most are brilliant blazes that flare and die beyond the sight of civilisation, their abilities never glimpsed by most Athasians, but others have shaken the world with their power.

The untutored one is often hunted by the authorities in the city states. Templars and psionicists loyal to the sorcerer-king often pursue them under orders to capture them and learn the secrets of their power. At very high levels, the untutored one often runs afoul of the Order, a secret group of high-level psionicists. Despite these enemies, the untutored one often escapes their grasp – his abilities are unknowable and uncontrollable. He is a true wild card who represents a threat to the established powers of Athas.

Untutored ones are loners, by neccesity or desire. Other psionicists scorn them, and the non-psionic savages or slaves that raised them fear their power. Even when they are accepted by their own people, the servants of the sorcerer-monarchs may have other plans for them. As a result, the untutored ones are often forced into a wanderer's life; few ever call a place or people home.

Unusual gifts can affect any discipline, but the most famous and powerful untutored ones are psychokineticists or telepaths.

Recommended Weapons: Club, hand axe, short bow, short sword, sling.

Recommended Non-weapon Proficiencies: Harness subconscious, hunting, meditative focus, navigation, riding (land-based), running, survival, water find.

Bonus Weapon Proficiencies: Knife, spear.

Bonus Non-weapon Proficiencies: Endurance, mental armour.

Equipment: Standard.

Special Benefits

Wild Talent: The untutored one is completely free to develop his own potential outside established methods of learning the Way. After the untutored one chooses his disciplines and powers, he gains a random wild talent. This wild talent does not count against the powers he may know when he creates his character, and it does not matter if the talent is in a discipline he does not yet have access to. The normal rules for wild talent PSPs are used, and the total added directly to the psionicist's normal PSP pool.

The character cannot gain more than three powers in this way. If the wild talent duplicates a power that the character had already selected, he gains a special enhancement of that power but no new talents.

Enhanced powers that are successfully manifested are treated as if the psionicist rolled a natural 20. The only exception is a roll of 1 or 2 on the power check, in which case the power takes effect as normal. A psionicist with an enhanced power never suffers the ill effects of rolling a 1 on his power check.

Special Hindrances

Incomplete Knowledge: The untutored one is unfamiliar with many of the common teachings of psionics, and receives a permanent –2 to all telepathic defence power checks.

Prejudice: The untutored one suffers a +3 penalty to reaction checks with normal psionicists who recognise him for what he is, and a +1 penalty with all other characters except those of his tribe or family. The character is markedly unusual and carries himself awkwardly; the burden of his unasked-for powers and his lack of self-knowledge erodes his social grace.

Wealth Options: The untutored one rarely owns more than the clothes on his back. He begins play with only 3d4 x 15 cp.

Wealth Options: Standard.

Rogue Kits

Beggar

Circumstances have reduced some unfortunates to such a level of poverty and helplessness that the only possible way that they can survive in the cities of the Tablelands is by imploring their fellow beings to give them whatever meagre scraps can be spared. At least, so the beggar would wish it to appear. And, for a great many beggars this is the truth; misfortune or disability have dealt them sore blows, and they must rely on the charity of others.

But there is another class of beggar – an insidious variety of swindler. This character is usually able-bodied, but has taken up begging as a career, supplemented by minor theft and the gathering and selling of information to interested parties. It is with this sort of beggar that this kit is chiefly concerned.

Professional beggars were usually raised into their role. This of course means a lower-class background and meagre financial resources at best. The beggar has other resources, however: connections, street smarts, a sharp eye, and skills for cajoling passers-by out of spare cash.

Effective begging requires consummate skills of acting and disguise, so that the beggar can present himself in the manner most likely to garner the sympathy and cash of the people he accosts.

Few beggars in the great cities of Athas can avoid starvation solely by the charity of strangers. They are also dealers in information (such as the movement and activities of wealthy personages), with ears open for any titbit of knowledge that may help fill their stomachs with food. Beggars will also gladly hire themselves out as messengers or spies.

Recommended Weapons: Beggars begin with simple, inexpensive weapons. Beginning rogues with the beggar kit should select their starting weapons from among the following: club, dagger, dart, knife, sling, or staff.

Recommended Non-weapon Proficiencies: Bargain, etiquette, expression (any), knowledge (local history).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise, information gathering.

Equipment: The basic equipment of a beggar is a wooden bowl or cup in which passers-by may place alms. More sophisticated beggars have false crutches, make-up and the like to make themselves seem as desperate and poverty-stricken as possible.

Some beggars have children with them (rented from the true parents, or borrowed in return for a share of the day's income, if they are not the beggar's own) to arouse still more sympathy.

A more sophisticated sort of beggar offers a service of some kind – singing a song, performing a dance or skit, or playing a simple instrument – in exchange for food, drink, or a few coins.

Special Benefits

Begging: Simply by receiving handouts, beggars can make a small amount of money each day. The beggar makes a Charisma check and multiplies it by a certain amount, as determined by the neighbourhood in which the beggar practises his trade, as per the table below:

Neighbourhood	Multiplier
Squalid	1 lead bead
Poor	1 ceramic bit
Middle-Class	1 ceramic piece
Wealthy	10 ceramic pieces

Beggars who carry out their trade in the more well-to-do neighbourhoods run the risk of drawing the attention of the authorities, and the sometimes violent consequences that ensue – see below.

Special Hindrances

Authorities' Ire: Depending on the neighbourhood, a beggar practising his trade runs the risk of unwanted attention from the authorities. In a squalid neighbourhood, no such risk exists. In a poor neighbourhood, there is a 2 in 10 chance per day of receiving a beating, a fine, or worse. In a middle-class neighbourhood, this rises to 4 in 10, and in a wealthy neighbourhood, the chance is 6 in 10. A beating deals 2d6 points of non-lethal damage, and fines usually equal a confiscation of that day's takings. But in middle-class and wealthy districts, the beggar may be imprisoned as well – the terrible conditions in custody deal 1d6 points of Constitution damage (which returns at one point per day after being freed). Slavery may even await the most unfortunate beggars.

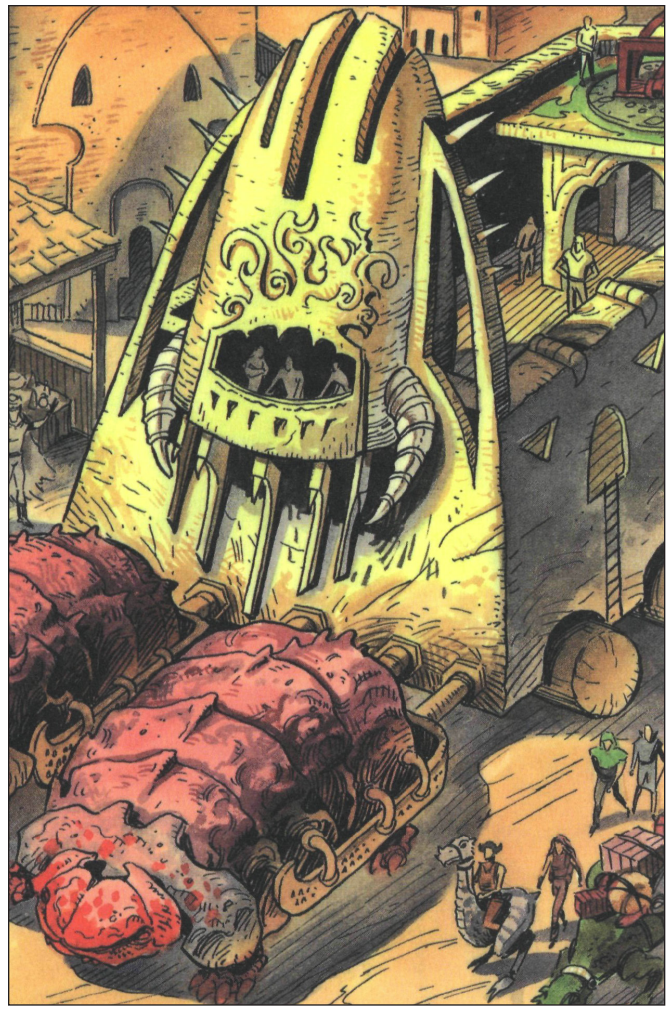
Scorned: Beggars are scorned by most of society. Even characters who share their wealth with beggars tend to feel a sort of disgust or condescension, though they may try to hide it. They suffer a +2 reaction penalty and will never be permitted into any business, tavern, official building or similar institution unless somehow disguised.

Wealth Options: Beggars start play with only 3d4 cp.

Caravaneer

The caravans of the great merchant houses are the lifeblood of Athas, carrying goods, news, messages, and slaves from one city to another. The caravaneer is a character who makes a living in these roving islands of civilisation amid the desert wastes. He is a skilled guide and trader, and in many cases a smuggler and a fence. Each new village or town, each new oasis or desert tribe holds the promise of wealth and fortune. Caravaneers are infamous rogues who appear again and again in the legends of Athas as untrustworthy, avaricious characters who think nothing of cheating on a deal. This is only part of the truth about these wanderers.

The caravaneer is an arranger. If he is a thief, then he is a thief who relies on cons, swindles, short-dealing, and smuggling. He rarely resorts to actual acts of theft like burglary or brigandage. In short, he is a very trader-like thief. If the character is a trader, then he is a dirty trader who prefers to avoid declaring all of his imports and who seems forgetful of bargains he makes – in other words, a very thief-like trader.



The caravaneer is a character with his ears and eyes open for opportunity. He is at the heart of the action, on the front lines of the mercantile wars of Athas. The caravaneer can prove to be an excellent plot vehicle for a Dungeon Master, as he constantly hears interesting rumours and seeks out new ways to get rich quickly.

Characters of any race may be caravaneers, but dwarven caravaneers find that a life of simple thievery does not make up a focus. Thieves and traders may take the caravaneer kit; the thief caravaneer usually has the abilities of bribe, detect noise, forge documents, hide in shadows, move silently, open locks, pick pockets, and read languages.

Recommended Weapons: Since he is often called upon to defend the caravan against raiders, the caravaneer is required to be proficient in at least one weapon that can be used in mounted combat and one weapon that can be used in missile combat.

Recommended Non-weapon Proficiencies: Animal handling, craft (cooking), disguise, etiquette, information gathering, knowledge (local history), navigation, reading lips, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Appraising, bargaining, riding (land-based).

Equipment: Standard.

Special Benefits

Fellow Traveller: Caravaneers understand the life of trade and the people who can be found interacting with caravans and have a knack of getting along well with their fellow travellers. When dealing with traders, merchants, other caravan persons, or innkeepers and stablemasters who deal with caravans and their regular staff, the caravaneer gains a –3 bonus on his reaction checks.

Smuggle Goods: Caravaneers are master smugglers and can conceal caravan goods of up to 50 lbs. per level so that these goods will not be discovered in the caravan during routine searches by templars or similar individuals. Intensive searches require the rogue to make an Intelligence check, with a modifier applied for the amount of preparation the character makes, as per the DM's discretion. Smuggling a small pouch of gems in an armoured wagon is nearly foolproof; smuggling an escaped slave in the packs of a kank is much more difficult.

Working Passage: Caravaneers may sign on with a caravan of their choice, receiving an appropriate wage to accompany the caravan in some capacity – scout, guard, purchasing agent, officer, etc. A wage of about 1 cp per week per character level is appropriate but, as the character reaches higher levels, the DM should increase the character's financial share in the venture by appointing him as an officer or senior agent in charge of the caravan. (Caravaneers of the trader class actually own some amount of goods and rent space on a caravan to transport their wares.)

The character is always guaranteed to receive shelter, food, water, and transportation to any common crossroads, trading stop, or city-state in addition to his standard wages. The character can also arrange for the hiring of one companion per two levels, although the companion may have to settle for a guard's or labourer's position.

Special Hindrances

Untrustworthy: Known as scoundrels and gossips, caravaneers are often perceived as untrustworthy and avaricious. The character suffers a +3 penalty on his reaction check when placed in a situation where he is trying to win the trust of an NPC other than those with whom he receives a positive reaction check. An elven chieftain may be perfectly willing to buy and sell goods with a caravaneer, but he would never give the caravaneer a secret message or package to carry.

Wealth Options: Caravaneers begin play with the normal amount of money for their class. The accumulation of wealth is of great importance to the caravaneer character and he rarely, if ever, abandons riches or gives away money he has no use for.

Draqoman

City-states can be confusing and dangerous to those not familiar with them. Local laws and customs vary by location. Traders and visitors often choose to employ local guides when in the city. This is the role in which the draqoman excels. They are useful but occasionally dangerous guides and interpreters. They speak a variety of languages and pride themselves on always knowing what to buy, where it is for sale, from whom to buy it, and at what price. Draqomen can be found in all the city-states of the Tablelands.

Draqomen often attach themselves to new merchants venturing into a city-state for the first time. To those unfamiliar with trading in a city, they can be invaluable associates. A draqoman may arrange for mounts or quarters, suggest the proper location for entertainment, or recommend a suitable inn for dining. They prefer to negotiate for a percentage of a trader's transaction(s), rather than be paid a set fee for their services.

Many draqomen are former bards, and thus are dangerous when crossed. They rarely leave the city in which they were raised, preferring the comfort of familiar surroundings and their strong contacts within the city.

It is not unusual for a draqoman to be working for more than one individual at a time. This does not generally present a problem, unless the different clients are in conflict with each other. Some draqomen even remain in the permanent employ and under the protection of certain powerful templars or trading houses to whom they routinely report.

For example, a visitor may arrive in Tyr with a map that shows the location of a pair of steel swords. The visitor hires a draqoman who happens to be under the permanent employ of a templar. The draqoman does his duty and takes the individual to the location on the map. He then reports the find to his templar protector. The templar later confronts the individual and demands money or one of the swords as payment or tax on the other. Later, the draqoman receives a reward from the templar. This way, the draqoman earns coin from both parties and curries favour with the templar.

The draqoman makes his living via information, and skulking and sneaking are only useful insofar as they facilitate information gathering. Of the various rogue skills available, the most useful to a draqoman are bribe, forge documents, move silently, hide in shadows, detect noise, and read languages.

Recommended Weapons: Any, but draqomen usually favour lightweight, easily concealed weaponry.

Recommended Non-weapon Proficiencies: Appraising, bureaucracy (see below), fast talk, information gathering, literacy, observation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Bargain, knowledge (local history), language (modern) x2.

Equipment: Draqomen may use any sort of equipment allowed to rogues, but generally travel light. Spending money, any magical items possessed, and a few gadgets for personal protection or to aid in escape (eg, bag of marbles, razor ring, etc.) also may be carried.

Special Benefits

Code of Allegiance: Draqomen benefit from a close-knit alliance with others of their profession. Anyone cheating or harming a draqoman will be unable to hire others in the same city-state until the wrong is redressed.

Contacts and Favours: Because of their local contacts, draqomen are excellent sources of information in their home city-state. A draqoman automatically starts out with one contact in the city, chosen by the player with DM approval. The contact is a source of information in their area of expertise and gladly provides the draqoman with appropriate guidance. The draqoman can occasionally ask his contact for small favours or can ask for a major favour once per contact. A major favour is a favour that causes the contact significant personal loss or danger.

Once he has received a major favour or 1d4+2 small favours, the draqoman can no longer use that contact to gain further favours, although he may still gain information from the contact, if the contact somehow can be convinced to part with the information. The DM will adjudicate the draqoman's acquisition of new contacts, but typically a draqoman can expect to attract a new contact each level.

Fees: A draqoman can charge a minimum of five ceramics to a silver a day, depending upon the importance of their contacts and their level of expertise (roll 1d20 x 5 for a random fee in ceramics if needed). Some draqomen have spent years studying the hidden underbellies and forgotten paths their cities. They take great pride in their special knowledge and the ability to find rare and dangerous items in the undercity (and get out alive). These specialists seldom work for less than a silver piece a day and a percentage of the profits earned by their employers.

Special Hindrances

Dangerous Game: Draqomen can become targets for unscrupulous men. Clients having profited from the draqomen's contacts and expertise may decide to save the money they would normally pay the hireling and simply thank him with a dagger between the ribs instead. Those draqomen that serve regular patrons (eg, templars, trading houses, etc.) may find that their employer's enemies are their enemies as well.

Wealth Options: Standard.

Noble Dilettante

Most Athasian nobles want nothing to do with the underbellies of the cities they dwell in. They consider the folk who frequent such locations crass and uncultured and would never deign to be seen in their presence. But a few nobles are drawn to the seedy glamour of the slums, the raucous nightlife of the elven market, the heady roar of the fighting pits. To them, there is rich experiences to found had in such places.

These noble dilettantes enjoy slumming it with the down-and-outs, spending their time with unsavoury ne'er-do-wells, basking in their dangerous reputations and enjoying the company of true cut-throats and villains of the night.

That is not to say that noble dilettantes are effete poseurs with no skills of their own. Many have enjoyed extremely privileged upbringings, trained with highly-sought-after weapon masters, studied with skilled and learned teachers, developed considerable artistic talents. They just crave a degree of excitement that a staid noble's estates cannot provide.

Noble dilettantes cultivate a network of connections throughout their home city. These are usually merchants, adventurers, bohemian artists, corrupt templars, elves with a fascination for wayward humans and the like. Dilettantes drift from one such hook-up to another, always looking for the next party, the latest thrill, the freshest debauchery.

This high life takes its toll on the dilettante's purse, to be sure, but it affords them a life of luxury and leisure that most nobles secretly envy, even if they would never admit it in public. The dilettante doesn't care about the cost – he just wants to know where the next hedonistic adventure is to be had.

Recommended Weapons: Noble dilettantes gird themselves with swords and daggers, openly flaunting their armaments, and seek to acquire metal versions of these weapons as soon as they can.

Recommended Non-weapon Proficiencies: Appraising, bureaucracy, gaming, intimidation, language (modern), literacy, riding (land-based), taunting.

Bonus Weapon Proficiencies: Any one fighting style specialisation.

Bonus Non-weapon Proficiencies: Acrobatics, etiquette, expression (any), knowledge (any).

Equipment: The noble dilettante makes sure that they have the finest equipment available. They must use their starting cash to make sure that they have the best clothing, the finest weapons and armour that they can afford, and at least one piece of jewellery, which they display ostentatiously. As they progress, the noble dilettante must upgrade their equipment continually to ensure that they always look the part. See also Special Hindrances below.

Special Benefits

Well-Connected: The noble dilettante has many friends and acquaintances and can call on these in times of need for shelter. Or just when they feel like hanging out and throwing a party. The noble dilettante has 1d3+1 such connections and can call on each connection once per month to house the dilettante and a number of companions equal to the dilettante's level for one week.

Well-Trained: The noble dilettante has benefited from some of the finest weapons training that money can buy. As a result of this training, he receives a +4 bonus to all CMB checks and a +2 bonus to all Parry checks.

Special Hindrances

High Style: A noble dilettante likes the high life and always buys the best goods, the finest clothes, the flashiest weapons. Wherever possible, the dilettante must purchase the best equipment available, and pays an additional 10% on top of its normal price to reflect his flashy ways.

Wealth Options: The noble dilettante starts play with 3d6 x 60 cp.

Silt Rover

Silt rovers are wayfarers on the Sea of Silt, plying the trade lanes in search of profit and sometimes prey. They intermix with and complement their raider warrior cousins – to the extent that any of these scoundrels can be said to complement anything. The silt rover is most at home on the dust ocean, far from the city-states and their tyrannical rules.

Some silt rovers are legitimate traders, while others are little more than bandits. They can be honest and loyal as often as they are desperate and cruel, fiendishly cunning, and likely to have a lot of internal squabbles and disagreements – some violent.

Whatever the case, silt rovers cooperate for survival and success – only a madman would seek to sail the silt alone. Even the most scrupulous may have sordid pasts – pasts which will often bind them together. Many a pirate ship once saw legitimate use, but its crew rose in mutiny, took the ship, killed everyone not party to the act, and turned to piracy.

Many silt rovers are in the employ of a trading house – even those who are not often pledge fealty to the ship they sail on. Even the less law-abiding will make alliances, and cooperate to raid richly-laden (and therefore well-defended) merchant vessels. There may also be rivalry among pirate groups – especially when one of them carries a healthy cargo of booty that has not yet been hidden in a safe sanctuary.

Silt rovers frequently make use of secret sanctuaries in, probably in a hidden cove or on a tiny island. There they rest between voyages, store treasure and provisions, and plan their activities. Such sanctuaries will have the best protection available to the rovers, possibly including magical defences. Under no circumstances will a silt rover reveal the location of a hidden sanctuary to anyone not of their crew, especially not by marking it with an "X" on a map.

Some silt rovers are employed as privateers. These have received the sanction of some nation to practice piracy on the merchants of another house or city-state. While privateers are sanctioned by one master, those on whom they prey certainly regard them as pirates and will treat them as such if they are captured.

Silt rovers make much less use of traditional larceny skills than other rogues. Climbing around the rigging of their ships requires some wall-climbing skill, and the delicate step needed to work high above the deck may carry over into excellence at moving silently. Finally, rovers favour the read languages skill – they like to be extraordinarily adept at deciphering the strange, secret codes adorning maps, codes that may tell a sly captain the location of a rival's buried treasure.

Recommended Weapons: Single-handed weapons are popular, as silt rovers often need a hand free to tend the tiller or rigging. Size S weapons can often be carried in the teeth, leaving both hands free for shipboard tasks.

Recommended Non-weapon Proficiencies: Acrobatics, appraising, gaming, hunting, intimidation.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Navigation, sailor, survival (Sea of Silt).

Equipment: Silt rovers dress as sailors (with weapons, of course), and carry about the same equipment when on the silt. They will avoid armour – it gets in the way of climbing around the rigging (double penalties on climbing rolls), and also presents a problem for someone unfortunate enough to find himself overboard.

Special Benefits

Berth in Any Port: Even though he may be more comfortable away from land, the silt rover nevertheless knows someone in most ports in the Tablelands, and can always find shelter and accommodation in any such port for a few nights. His reputation allows him to secure similar accommodation for one other person per level – the most powerful silt rovers can command berths for their entire crew without spending a single ceramic piece.

Monthly Stipend: A silt rover always has a few coins to his name, thanks to his skills being in frequent demand. There is usually a contract waiting to be collected or goods that are at market for which he will receive a cut. As a result, each month, he gains 3d10 ceramic pieces.

Special Hindrances

Silty Demeanour: A silt rover's silt-going ways can seem strange to those who have never braved the dust oceans. A silt rover suffers a +3 reaction penalty from anyone who does not live or work on the coasts of the Sea of Silt or its estuaries.

Wealth Options: Standard.

Sycophant

All cultures and societies seem to have their share of flatterers and yes-men who gravitate towards wealth and power. The sycophant is a character who constantly schemes to advance his own position through his association with the right people.

His life is a constant climb through the social ranks as he seeks more influence and wealth than he currently enjoys. In some cases, the boldest and most daring of sycophants hope to win a rich inheritance, a marriage into wealth, or even a noble title in the court of a sorcerer-king. It is a dangerous game, and even the slightest misstep can spell ostracism or even death.

The sycophant begins his career as a gossip and wit. He is a slave to fashion and makes a point of appearing with the correct escort at the proper time. Above all, he must be entertaining; a sycophant whose company is not enjoyable is a sycophant who will soon be forgotten.

Very few sycophants rise out of the lowest classes or come from slave stock, although it is conceivable that a slave could take this kit as a recently freed concubine or artist. In the adventuring party, the sycophant functions as an information gatherer, spokesperson, and spy. Most importantly, the sycophant knows people in high places, and he can often pull strings through his contacts to free people from prison, finance risky mercantile ventures, or make introductions. A clever sycophant with a weak-willed contact can completely dominate his benefactor – and, in some cases, even replace him.

Of all the PC races, only humans, elves, and half-elves possess the wit and charm necessary for this kit. Sycophants are usually bards, but clever and personable thieves can survive as sycophants. Sycophants are generally self-centred individuals and may not choose to be of good alignment. Sycophants must have Intelligence and Charisma scores of 14 or better.

Recommended Weapons: Sycophants are not noted for carrying heavy armament. If there is a weapon fashionable to nobility (for example, the rapier of the Renaissance), the sycophant is required to be proficient in its use. The noble weapons of the Seven Cities are: short sword (Balic), javelin (Draj), bow (Gulg), club (Nibenay), flail (Raam), steel long sword (Tyr), and lance (Urik.). All other weapon proficiencies must be selected from small, easily concealable weapons such as the knife, dagger, or sling.

Recommended Non-weapon Proficiencies:

Appraising, disguise, expression (artistic ability, musical instrument, singing), fast talk, gaming, literacy, observation, reading lips, riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, expression (dancing), knowledge (heraldry).

Equipment: The sycophant must possess one outfit of noble quality to move among the elite of his city, costing 10–30 cp. The sycophant may wear armour and carry weapons when journeying or adventuring, but generally goes unarmoured and carries only a dagger or other small weapon as he makes his rounds of the nobility. If he attends a party in full armour or visits a high lady while armed to the teeth, he suffers a +2 to +4 reaction penalty based on the DM's assessment.

Special Benefits

Patrons: The sycophant manages to infatuate one powerful patron per level. Each patron is willing to put the sycophant up for 10 days plus three days per level

of the character. He lives in the lap of luxury during this time. After visiting a patron, the sycophant cannot visit again until 100 days pass. The sycophant may subtract twice his level in days from this figure – the sycophant is eventually able to live his entire life in one palace or another, since he is in so much demand.

The sycophant always leaves on good terms when his time expires, since he avoids offending people by staying too long or not long enough.

Sycophants can also call upon favours from their patrons. Obviously, the patron must be in a position to help. Asking a merchant to free someone from the templar prisons is useless, as is asking a sorcerer-king to protect a preserver. Each time the sycophant calls for a favour, roll a reaction check with a –1 bonus per three levels. If he asks for more than one favour per 100 days, each subsequent check suffers a +2 cumulative penalty.

A sycophant's patrons are important to the campaign and the DM should go out of his way to develop the social ladder of the city-state. A clever sycophant uses his influence with one patron to win an introduction to an even more important and influential patron, climbing the social ladder. The most daring (and foolhardy) of sycophants stand by the sorcerer-king himself.

Special Hindrances

Light Gear: As noted under "Equipment," sycophants are usually unarmoured and lightly armed (weapons of size S only.) The sycophant wears armour only in the most obvious of circumstances – accompanying a patron to war, duelling, or carrying a message through a dangerous area.

When adventuring, the sycophant rarely brings armour unless a fight is likely, and even then waits until the last minute to put it on. DMs should impose reaction penalties on sycophants who insist on a martial display.

Because he is unused to the weight and tactics of wearing armour, a given armour type protects the sycophant as if it were one point worse than it actually is. This hindrance applies to magical armour but does not apply to magical items like a *ring of protection* or *bracers of defence*, so long as they are the only protective devices worn.

Wealth Options: Sycophants begin play with 2d6 x 60 cp. At least half of their treasure and earnings must be spent on clothes, luxuries, exclusive memberships, and other such fineries.

Warrior Kits

Arena Champion

The arena champions are gladiators whose greatest desire is to practice their blood sport in arenas filled with thousands of screaming fans. They risk their lives for fame, wealth, and adoration. In rare instances, even slaves have risen to champion status.

Societies have always demanded heroes. The sorcerer-kings live lives that are almost god-like in most Athasian societies, and the populous cannot relate to the opulent lifestyles they lead. Great gladiators, however, can rise from the ranks of average and ordinary citizens, and so the popular arena champions serve a purpose. Even the most subjugated servant needs a role model, something to aspire to; the arena champion fills this very real need for someone to look up to.

Some of these gladiators are local neighbourhood heroes or visitors from nearby communities. They work in jobs or use their skills to earn a living and train for the arena in their spare time. Arena champions aspire to become famous and earn sponsorship from a noble or merchant house, which would permit them to concentrate on training for the arena full time.

Other champions are slaves who see the arena as their one chance for freedom and a better life. The better they perform in the arena, the more money they make for their masters. Their masters in turn may provide better living quarters, weapons, and other advantages. There is always the possibility of buying one's freedom, if one performs well enough.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Survival.

Bonus Weapon Proficiencies: See below.

Bonus Non-weapon Proficiencies: Armour optimisation, craft (weaponsmithing).

Equipment: Any that the gladiator can afford. In the case of a slave, any that they are given.

Special Benefits

Free Board: Because of previous success and the popularity that comes with it, arena champions can always find a safe place to stay (either with their owner, admirers, or other supporters) on their home turf. This benefit applies as long as the gladiator is not being sought for crimes by the local templars.

Popularity: An arena champion receives a –2 bonus on all reaction checks and Charisma rolls, where appropriate, and a 10% discount on goods and services in his local area. This benefit applies as long as the gladiator is not sought for crimes by local templars.

Specialisation: An arena champion receives a free specialisation in a weapon or style of his choice.

Special Hindrances

Rivals: Slaves who rise to arena champion status may incur the wrath of other slaves who feel that they are being cheated out of their fair share. A fellow slave may attempt to kill an arena champion in practice or during the night out of sheer envy and hatred. Professional jealousy often causes infighting between slave champions. In the slave pits, there can be only one "First Rasclinn" among arena champions. They seldom retain that title for long.

Unpopularity: Arena champions are often held in esteem only in the neighbourhood they represent. When in different parts of the city, they may be assaulted by fans of other champions. An attack may be anything from rotten produce to stones dropped from rooftops. Rivals may challenge them to "plaza" matches, or make them fight their way out of a neighbourhood.

Wealth Options: Free arena champions may earn from one to five silver pieces for an appearance in the arena. Local merchants may give their heroes free food, drink, or lodging to celebrate a win. Wagers made separately could greatly increase the arena champion's earnings. Ten percent of all earnings must be spent on equipment (armour, weapons, etc.) for use in the arena.

A slave arena champion who performs well may receive better accommodations, better weapons, money, or even freedom. Cruel masters may not reward their slaves at all – a dangerous practice.

Beast Trainer

Beast trainers are gladiators who work to tame or control wild creatures destined for the arena. These gladiators use brute strength, cunning, and knowledge of the animals to accomplish their goal. Many possess a wild talent that is helpful in taming or coercing creatures into becoming effective battle partners. Beast trainers also help control creatures brought by reavers to fight in the arena. Great skill must be exercised to keep these wild beasts alive until it is time for the games.

Whether slave or free, beast trainers tend to be loners. They feel a closer affinity with the beasts they tend than for mankind. In the arena, a beast trainer's animal is his best friend and his weapon of choice. This makes beast trainers outcasts, even among fellow gladiators.

A beast trainer's fame is directly linked to his creature's performance. If the beast delivers an exceptional battle, the trainer receives accolades. If the creature performs poorly, or dies in the arena, the trainer's prestige plummets. Beast trainers are occasionally hired or ordered by templars and nobles to train beasts as guards, either for personal safety, or to protect a particular place.

Recommended Weapons: Blunt instruments are preferred by beast trainers to subdue their charges. To keep hostile creatures at bay, polearms are favoured. Beast trainers are free to use any weapons, but may only specialise in blunt weapons and polearms.

Recommended Non-weapon Proficiencies: Charioteering, endurance, riding (airborne or land-based), running, survival, and tracking.

Bonus Weapon Proficiencies: Beast trainers gain a specialisation in one of the following weapons: club, man-catcher, scourge, whip, or a polearm of their choice.

Bonus Non-weapon Proficiencies: Animal handling.

Equipment: Beast trainers need to purchase at least one weapon in their specialisation, and to spend at least 50% of their starting funds on materials to capture and subdue wild creatures. Otherwise, a beast trainer may spend her funds in any way she chooses.

Special Benefits

Animal Bond: Beast trainers have the ability to form personal attachments with their charges. This ability gives them an additional +2 to all animal handling rolls with their creatures.

Rewards: Slave beast trainers are well kept by their masters. Possessing special abilities, they are harder to replace than other gladiators. They can look forward to special rewards for a job particularly well done. Free trainers, under sponsorship, always have to pay or reimburse their sponsors 10% of any monies they earn.

Sponsor: Since a great deal of resources are required to capture and maintain wild creatures, the beast trainer begins the game under the sponsorship of an important NPC – a templar, landowner, senator, lesser or greater noble, or even a trading house. Sponsorships are a kind of independent apprenticeship, and grant benefits to the trainer – depending, of course, on the wealth of the sponsor. Advantages may include free lodgings, discounts when purchasing available goods, templar favours, or free travel along trading routes. Upon reaching 5th level, a slave beast trainer may choose to strike out on his own, if his master permits. A free beast trainer may still have a sponsor, however. This may be his former master.

Special Hindrances

Broken Bond: The bond between trainer and beast requires an Intelligence check if the beast is injured or killed. Failure means the beast trainer is overcome by the creature's injury or loss, and becomes obsessed with revenge. The beast trainer can often do little but plot against the killers, however, because they are usually other gladiators and few such plots ever come to fruition.

Loss of Face: The same sponsorship that supports the beast trainer can also become a dangerous proposition. The failure of a beast trainer can be used to bring shame upon the sponsoring house, making it a convenient target for an inter-house challenge. Rivals may attempt to dishonour the beast trainer or his sponsor. To ensure the failure of a trainer, an enemy may try to prevent the return of a wild creature, steal it before it gets to the city, or even poison a beast before an important match.

Repeated failures can cause a trainer to fall from favour with his sponsor. Frequently, low-level beast trainers do not have sufficient funds to capture, protect, or house their charges without sponsorship. Inexperienced freelancers are often destroyed by more wealthy and experienced rivals.

Wealth Options: Prices for captured beasts fluctuate with arena location and rarity of the species. To determine the price of a specific creature, divide the monster's experience points by 10. The result is the market value of that creature in ceramic pieces.

Blind Fighter

Blind fighters specialise in a unique form of combat – battle in complete darkness. Blind gladiators may have been blind since birth or handicapped in accidents. Of course, in some cases the "accident" may have been arranged. Sighted gladiators who choose to fight as blind fighters use special, closed helms or blindfolds.

These warriors have spent years in training to develop their fighting abilities. This special training allows them to fight as well as many sighted fighters. Blind fighters may face other blind fighters or any other equal opponents in the arena. "Night and Day Matches", where blind and sighted gladiators square off against each other, draw large crowds to the games.

Originally, blind fighters were used as comic relief. Blind or blindfolded fighters would face off and strive to attack each another. Unable to tell friend from foe, they would mill around the arena, lashing out at anyone who came near them. Some killed their own stablemates, while most killed themselves by wandering into other blind fighters flailing about. Over the years, a group of survivors emerged with the ability to centre and find their foes even over the roar of the crowd. These were the first, true blind gladiator fighters. Gladiators who teach this skill are highly sought after by arena trainers.

Recommended Weapons: There are no weapon restrictions for blind fighters, except for missile weapons. They may specialise in melee weapons but, in order to use missile weapons, they must have the inner sight that allows them to sense at a distance (see Special Benefits). Blind fighters may use any weapon that conforms to the range of their sight without non-proficiency penalties.

Recommended Non-weapon Proficiencies: None.

Bonus Weapon Proficiencies: Any one from the Blind Fighting Style.

Bonus Non-weapon Proficiencies: None.

Equipment: Blind fighters must purchase at least one weapon in the sight range they have learned. There are no restrictions on any other gear they may purchase.

Special Benefits

Detect Noise: Blind fighters start with the ability to detect noise (as rogues) at 50% and gain an additional 1% for each level they advance. Racial bonuses do not apply.

Inner Sight: Blind fighters have learned to use other senses to compensate for their lack of eyesight. They centre (or concentrate) to direct their inner sight to the target. Blind fighters learn to centre their sensory perceptions on three different ranges: Close Range (0–6 feet), Medium Range (6–20 feet), or Long Range (20 feet and beyond). The blind fighter must choose which range he is specialised in. This sighting allows a blind fighter to fight without attack penalties within the learned range of perception.

Gladiators who develop their sight in the close range band of perception should specialise in size S and M melee weapons. Medium range sight applies to size L weapons, such as polearms. Gladiators with long range skill may use missile weapons.

At 6th and 9th level, a blind fighter can learn an additional range, at the cost of one weapon proficiency slot per range.

Special Hindrances

Comfort Zone: The unique style of a blind fighter it is not without its disadvantages. When attacking a target outside of a learned sight range, the blind fighter suffers a –4 penalty to attack rolls.

Wealth Options: Standard.

Convict

Whether convicted of a crime, or merely accused by a templar, the result is the same – the accused is branded a criminal. The consequences are usually imprisonment and slavery. The convict either spends the remainder of his life at hard labour or battles for survival in the arena. For some, the arena is the better choice. Convicts have nothing to lose and only time to gain.

The convict is a hybrid of warrior and rogue. They fight, earn experience points, and follow levels as a gladiator but gain certain benefits of the rogue group – see below. Strength 15 and Dexterity 15 are required.

Crimes or the whims of their enemies often force convicts into the arena to provide as much entertainment as possible before they die. In some cases, arena combat is used to execute death sentences. Lenient templars may sentence a criminal to the arena for a period of years, or to a specific number of games.

Recommended Weapons: Convicts favour weapons that can be easily concealed – daggers, garottes and the like.

Recommended Non-weapon Proficiencies: Bargain, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Acrobatics, weapon improvisation.

Equipment: If convicts begin the game while incarcerated, they may buy armour but not weapons. Convicts may also purchase any non-magical items before play begins, at the discretion of the DM. After play begins, they pay market price for any new item until they are either placed in the games or they escape. If a convict begins the game outside of prison, equipment is purchased normally.

Special Benefits

Larceny: Convicts may learn any three rogue skills. Once these three skills are chosen, they may never be changed. Racial, armour, and Dexterity adjustments apply. New skills may not be learned unless the kit is abandoned. For every level of experience obtained, the convict gains an additional 10% in any one rogue skill used since earning the previous level.

Saving Throws: Saving throws are made according to the more favourable group (either rogue or warrior).

Special Hindrances

Branded: Convicts are branded or tattooed before being placed in the arena; frequently their hair is dyed as well. Everyone in the stands knows the crime of the convict gladiator. Some cities even tattoo patterns on the convict's face, in bright colours that can be seen from a distance. Others brand a crime token on the face or upper body. Since both are permanent, it is difficult for a released convict to find employment anywhere in the region. These marks make any escaped convicts easy to locate in a crowd. Unfortunately, freed convicts may be wrongfully rearrested if they chance to be in the same area where a crime has been committed.

Small Weapons: Convicts may only specialise in small weapons – those easily concealed as noted above.

Wealth Options: If the accused is wealthy enough, the guards or templars may be bribed for special favours. Not dyeing the hair or not tattooing the accused are possibilities. Bribes may also reduce the length of the sentence to the arena. Money may also be spent to gain more favourable accommodations. Special weapons training may also be purchased.

Convicts receive no money for arena combat victories, however, they may be able to bribe templars into betting on them. If the convict does well and gains the attention of a templar, there is always the possibility that the templar may buy the convict as a personal slave.

Jazst

Jazst are widely-travelled theatrical performing gladiators in the Athasian arenas. Jazst are always free, and are the only gladiatorial combatants who travel freely between the arenas of major cities. Jazst are usually early warm-up acts that amuse the eager crowds.

As highly skilled arena performers, jazst depend on their theatrical ability, coordination, muscle tone, and balance, rather than brute force, to win in the arena. Jazst are allowed to choose their specialisation at a very early age, and spend years perfecting their skill. In the early years of practice, areas of study may include dancing, juggling, acrobatics, tumbling, and other skills. Strength 14 and Dexterity 16 are required for this kit.

Jazst accentuate their appearances with brightly coloured clothing and artistic body paints. Some jazst wear breech cloths and halters in combination with

colourful flowing strands of silk and satin. These are attached to their sinewy forearms and muscular legs. The material is attached loosely, to break away in the grasp of an opponent. Other barely clothed jazst prefer brightly pigmented body paints to entice or distract an opponent. This unorthodox approach can fragment an opponent's attention. Lulled into a false sense of security, the gladiator often attacks her seemingly vulnerable opponent – just the opening the jazst waits for!

Jazst perform individually, in pairs, or in a troupe. Next to reigning local arena champions, jazst are the chief crowd-pleasers in any arena. As the jazst move their graceful bodies about the arena, they call to the crowd for support and verbally attempt to excite them.

Once a fever pitch is reached, they begin the serious business of dispatching their victims with as much flair as possible. The more theatrical the kill, the better.

Recommended Weapons: To jazst, arena combat is an art form and they revel in the beauty of movement. Jazst prefer long, slim, razor like weapons, and they carry a lot of them, mounted on their legs and arms. Jazst prefer steel but will settle for the brightly coloured, flexible feather-scales of the z'tal lizard. The jazst uses these feathers to attack enemies – see Special Benefits below. Jazst may otherwise choose and specialise in other weapons as the gladiatorial class.

Recommended Non-weapon Proficiencies: None.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Acrobatics, expression.

Equipment: Jazst must spend 50% of their starting funds on costumes and weapons. Most jazst are vain about their appearance and stop at nothing to acquire all the accessories for their arena costumes.

Special Benefits

Principle of the Razor: When a jazst is proficient in an art form (acrobatics, dancing, etc.), she is taught the Principle of the Razor. This allows the jazst to use razor feathers as weapons. When attacking with Principle of the Razor, the jazst cannot use other weapons.

Individual z'tal scales deliver 1 point of razor damage per scale. Up to 10 can be safely mounted on each appendage of the jazst's performing outfit. On a successful attack roll, the PC rolls 1d10 to see how many razor feather scales came in contact with the intended victim – the target takes that amount of damage. If a jazst grapples with an opponent, she deals this damage automatically.

Dance of the Whirling Blades: At 3rd level, jazst learn the Dance of Whirling Blades. The jazst can combine the Dance with an attack using a normal weapon. The attack requires a round of preparation, as the jazst runs as fast as she can move toward her target. The jazst then leaps into the air spinning toward her intended victim. If armed only with razor feathers, the manoeuvre adds 1d10 to the damage roll, for a total of 2d10. If wielding a weapon, the manoeuvre adds 1d10 damage to the jazst's normal attacks in that round.

This devastating attack has its disadvantages, however. The Dance lowers a jazst's AC by 2 points, during the round of the attack. The jazst must make successful Dexterity and Constitution checks immediately following the Dance of Whirling Blades.

Failure of the Dexterity check means she is dizzy or off-balance and falls (damaging nothing but her pride). She must spend an action getting to her feet as usual.

A failed Constitution check means that the jazst is exhausted and may take no other actions while spending the remainder of the round recovering.

A jazst must spend a full turn resting (not walking, or doing any other activity) before they can again attempt this tricky manoeuvre. The Dance of Whirling Blades is always a great crowd pleaser.

Special Hindrances

Hated: Jazst are hated by other gladiators, not only because their craft is so different from the traditional styles, but because most evil-aligned jazst are sinister and bloodthirsty. These evil jesters display the viciousness of the arena at its worst, prolonging the suffering of their opponents. Good jazst gladiators are few.

Uneven Match: Because they are entertainers more than fighters, jazst gladiators struggle against seasoned professionals. When fighting other gladiators, jazst suffer a –1 penalty to attack rolls and Armour Class. Master jazst have been known to fight arena champions. These rare events are always on the main bill. Some of these battles have become legends.

Wealth Options: Jazst, unlike most performers, are paid by the arena crowd, as well as the arena master. Following a bout, the jazst circle the arena holding a small net or a circle of cloth. Members of the jazst troupe come together in the arena, singing, chanting rhymes, and dancing in celebration of the victory. The crowd throws coins, which are caught by the jazst with deft sweepings and snaps of the small net or cloth.

The jazst also perform daring feats of acrobatics to keep the coins from touching the ground. Any coins that land on the arena floor are thrown back into the stands. This sets the crowd into a frenzy. When the coins stop falling, the jazst quickly exit the arena. Jazst also receive the standard wages of the warrior class, where appropriate.

Montare

Montare are gladiators who fight in mounted combat. Montare may ride a single mount (montare), drive a chariot (char-montare), or ride in a mobile war machine. A montare small of stature may ride an erdlu. Medium montares use crodlus or kanks, while those of Large size ride inixes. Light chariots may be pulled by any of the above creatures. (Note: A single-person chariot may only be pulled by a single creature, a two-person chariot requires two creatures.)

Montare may only fight with one-handed weapons when mounted or driving. Larger chariots may carry up to four people (a driver and three warriors). Montare riding in vehicles are free to use any weapons.

The popularity of mounted combat and chariot games is now on the rise in many cities of the Tablelands. Nowhere is this more so than in Tyr. Less bloody than regular gladiatorial games, they are even more exciting. New facilities have been constructed just outside the walled city of Tyr for chariot races – these are well-attended and extremely popular.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal lore, craft (leatherworking).

Bonus Weapon Proficiencies: The montare gains an automatic specialisation in the whip at no cost The whip is used as a weapon, as well as an implement to encourage their mounts to travel faster.

Bonus Non-weapon Proficiencies: Animal handling, charioteering or riding (land-based).

Equipment: Montare begin the game with any harness and tack necessary. If the montare is a charioteer, he does not begin the game with a chariot, rather, he only owns the tack and harness. Chariots are very expensive and must be purchased, rented, borrowed, or stolen, if the PC wishes to use one.

Mounts may be purchased before the start of the first gaming session, providing the PCs have the funds to do so. The beasts are considered to have been trained by the rider over the previous few months. No roll for animal training is required. If the mounts are killed, new mounts must be trained in the normal fashion.

Special Benefits

Catch and Drag: In this type of attack, the montare attempts to avoid a direct confrontation with his opponent. The montare may use any weapon capable

of making a Trip attack. The montare makes a CMB check. If successful, the montare has snared the victim with the weapon and pulls them off their feet.

If the target weighs less than the montare's mount, the victim can be dragged the following round. If the target is the same weight or heavier than the montare's mount, the target must save vs. petrification or be dragged the following round. Targets more than twice the weight of the mount cannot be dragged, but remain off their feet and must spend an action to get up.

The victim takes 2 points of damage per round that they are dragged, plus any damage from road obstacles (spikes, hot coals, etc.). Two successful CMB rolls must be made by the victim in order to break free.

Impale: Any long polearm, spear, lance, or gouge can be used to impale. Single montare or char-montare require a special harness to use two-handed weapons. The harness is slung over one shoulder to carry and aim the weapon. The second part of the harness is an impact plate, mounted on the beast, attached either to the riding saddle or to the outside of the chariot. The butt of the weapon rests on the plate during the charge. The plate and momentum of the chariot/mount enable the montare to make an impaling attack. This gear costs as much as the weapon it is intended for.

To make an impaling attack, montare and mount must charge their opponent. If a successful attack roll is made, the victim suffers double damage from the attack. Strength bonuses do not apply in this attack – it is the momentum of the attack that matters.

Following a successful attack, the montare rolls Id6, consulting the table below. Unsuccessful attacks have no repercussions.

Id6 Roll	Result
1	Weapon breaks.
2–3	Weapon is stuck in victim. The montare must spend one round to remove and recover it.
4–6	Weapon comes free and can be used next round.

Mounted Warrior: Montare receive a +1 to hit and damage when attacking from a mount or chariot.

Move-By: This is the most popular attack form among montare. Using a sharp slashing or heavy bludgeoning weapon, the montare rides past her intended victim at a high rate of speed and strikes a blow. The montare then moves out of reach of the defender's weapon before the latter is able to attack. This type of attack adds +1 to the AC of the montare.

Special Hindrances

Livery: The cost of feeding and watering a mount can be expensive. Montare may find that they have to spend almost as much on their mount's expenses as for their own. Carrying sufficient water for the beast during long trips is especially important.

Wealth Options: Standard.

Noble Warrior

The noble warrior is a member of a noble house, a powerful family with an ancient name, and represents everything the ruling class stands for. On Athas, that means upholding the rights of the ruling class to rule (and upholding the rights of the other classes to serve). The noble warrior is a paragon of his house and fights to defend its honour and name against all enemies.

According to the old tales, the noble warrior is a romantic ideal which most of society looks up to. The noble warrior of legend is courageous, gallant, protective of the defenceless, dedicated to honourable ideals.

That is far from how things are on Athas these days. While some noble warriors still try to live up to the old ways, most are brutes in expensive armour who take what they want, murder the innocent, and concern themselves with what is most advantageous for their house.

Nevertheless, the noble houses are powerful forces in Athasian society and only the foolish scorn them. Noble warriors can expect to be treated well and can call upon considerable resources when needed. Should a noble warrior fail to demonstrate the appropriate level of power and privilege, however, he may soon find that people turn against her.

Recommended Weapons: Noble warriors wield ostentatious and traditional weapons. The long sword, bastard sword, lance, and mace are common choices.

Recommended Non-weapon Proficiencies: Animal handling, expression (dancing, musical instrument), gaming, hunting, knowledge (local history), literacy, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette, knowledge (heraldry), riding (land-based).

Equipment: The noble warrior must meet certain standards. He must buy medium or heavy armour, a shield, at least one weapon larger than a dagger, a mount (ideally a crodlu), and appropriate tack.

Special Benefits

Administer Justice: In his own land, the noble warrior can call upon the templarate to administer low justice upon commoners for minor crimes he comes across: things like assault, petty theft, etc. The templars will almost always find in the noble's favour. Serious crimes require a more considered approach (or a bribe).

Respected: Noble warriors receive a –3 reaction bonus from anyone who hails from their own culture or city.

Shelter: When travelling, the noble warrior can demand shelter from anyone in his own city who is of lower social status than he. Most people of his own status or higher will offer him shelter when he is travelling – up to two persons times the noble warrior's experience level. (If the noble warrior is fifth level, the patron will shelter the warrior and up to nine companions.)

Special Hindrances

Allegiance: Noble warriors owe fealty to their houses and are expected to answer their call. Each month, there is a 3 in 10 chance that the noble warrior will be occupied for a week while he accompanies his house into combat, provides troops to his lord, even beggars his own household in order to support his lord's needs.

Noble Mien: Noble warriors are expected to look the part. Whenever the noble warrior buys something, he adds 10% per experience level to its cost. If the noble warrior is unable to spend this extra money, he can settle for lesser goods but his reaction bonus worsens by +1 per such incident, until it reaches +0. Other problems may follow: nobles spurn him because he's such a shabby specimen, he gets a reputation as a penny-pincher, he suffers mockery when in public etc.

To retain his bonus, when the noble warrior is once again in the money he must do whatever it takes to upgrade his situation (buy new clothes, go on a buying spree, etc.,) and his +3 reaction will return.

If a noble warrior earns a bad reputation, his –3 reaction becomes a +6 reaction penalty.

Wealth Options: The noble warrior starts with standard wealth for his class, plus an additional 225 cp.

Raider

The deserts and silt seas of Athas are home to countless raiders, pirates, bands of cut-throats, and criminals who take what they can from the weak. The raider is a hard, cruel character who is the ultimate survivalist. He depends on no one but himself, takes what he needs, and guards what little wealth he gains with his life.

Raiding bands are of all sizes and descriptions. Some are tribes of escaped slaves who know no other way to survive. Some are silt pirates who live a life of raucous plunder. Others are swift elven clans who have been raiding together for hundreds of years, passing down the tactics and traditions from one generation to the next. When a PC chooses this kit, the DM and player should detail the group the character calls home.

The raider is an outlaw, hated and feared by most common folk of Athas. He responds to this universal loathing with violence and fierce self-reliance. The raider long ago decided that the end justifies the means, and he is a pragmatic survivalist. He plays to win.

In a campaign, raiders are villainous characters who are known for fighting hard and dirty. They consort with the worst kind of criminals and represent a chaotic force that threatens the fabric of Athasian civilisation. Almost the only place a raider is welcome is in the company of his own. Even then, most raiders recognise the strongest fighter as their leader.

Fighters are most appropriate for this kit, although a gladiator who is also a war-leader or tribal champion is not too far-fetched. Since some raiding bands are nothing more than collections of escaped slaves, any race is appropriate. Raiders are almost always neutral or evil; a good character would have to insist on taking only from those who can share their wealth, such as the forces of the sorcerer-kings or rich merchants. There are no special ability requirements to be a raider.

Recommended Weapons: Raiders must spend one weapon proficiency slot on a weapon suitable for close combat – a knife, dagger, hand axe, or unarmed combat style specialisation.

Recommended Non-weapon Proficiencies: Appraising, craft (bowyer/fletcher), endurance, gaming, hunting, intimidation, water find.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Navigation, survival, and either running, riding (land-based), or sailor.

Equipment: Raiders believe in the value of moving fast, do not wear armour that could slow them down, and are usually armed to the teeth – see Hindrances.

Special Benefits

Ambush: Experts at lying in wait and striking swiftly from concealment, raiders have the ability to prepare ambushes. The raider must spot the enemy before they spot anyone in his party and must have at least 10 minutes to prepare the ambush. Optionally, the raider can prepare an ambush at a site likely to be travelled, such as an oasis, silt shoal, or a commonly used road. If the raider has time to set up, his side imposes a –4 on the opponents' surprise roll when the ambush is sprung.

Fellow Scum: Raiders are at home dealing with criminals and cut-throats. They gain a –3 on their reaction checks when approaching such characters in a neutral setting, such as a tavern.

Special Hindrances

Badass Gear: A raider must purchase at least three weapons when he begins play – raiders are famous for being armed to the teeth.

Reputation: Raiders are generally despised by all other people except their own kind. They suffer a +3 reaction check penalty when dealing with townspeople, villagers, templars, or merchants. In addition, if a raider becomes known to the templars of a city, they make every effort to arrest him on sight.

Travel Light: A raider never voluntarily carries so much equipment that he becomes encumbered, although he may exceed this restriction when he carries loot.

Wealth Options: Standard.

Reaver

Reavers travel the Athasian deserts in search of dangerous creatures for the arena, working together with beast trainers to capture them. Fierce, wild animals are crowd-pleasers, and an integral part of successful arena games. Monsters, creatures, and feral desert races fetch large sums of money if they can be transported to the arena alive. The more dangerous the creature, the more money a reaver can expect to make. Combat against a truly exceptional creature may lure the reaver to take part in the games.

The reaver is a quintessential big game hunter, Weeks or even months may be spent tracking prey. Reavers tend to be obsessive in their desire to capture (or in some cases kill) a trophy more powerful than the last one. Many reavers die in the pursuit of Athas' most powerful animals. Eventually, some long-time reavers feel powerful enough to pursue the famed Dragon – many have tried, none succeeded.

Since the gladiatorial games began, powerful, dangerous creatures have been sought for combat. The task of the reaver is to provide new and exciting creatures to face the arena's gladiators, thereby pleasing the fans and, more importantly, the sorcerer-kings.

Reavers are also employed by those who seek the rare and unusual (ie, veiled mages needing a particular rare spell component, or sages looking for a lost item). Reavers may also be used as bounty hunters to recapture important warrior slaves.

In a campaign, a number of quests could revolve around the capture of dangerous creatures. Whether in the wild, loose in a city, or roaming the undercity, an escaped monster can be a formidable foe.

Reavers always aided each other in the wild, as long as their own hunt is not endangered. There is an unofficial brotherhood among beast reavers. They all share a common bond in the pursuit of the ultimate quarry. They gather and tell stories of conquest and failure. Tremendous sadness and joy can be heard in the telling of stories about reavers who have heard the Dragon's Call. These were the greatest of the reavers, for each felt powerful enough to face and defeat the Dragon. This is an unwritten challenge to every reaver, and the source of the proverb, "Better to die with the Dragon than here!"

Recommended Weapons: Reavers use a mix of weapons depending on whether they intend to slay or enslave their foes. If given the choice, reavers always take the most powerful weapon. Reavers prefer two-handed weapons over single-handed.

Recommended Non-weapon Proficiencies: Animal handling, charioteering, endurance, hunting, riding (airborne or land-based), running.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Animal lore, survival, tracking,

Equipment: Reavers need special equipment – see Hindrances below.

Special Benefits

Affiliation: A reaver may elect to begin the game associated with a private group or be under the sponsorship of a city arena, templar, landowner, senator, a lesser or greater noble, or even a trading house. The material cost required to feed and house captured creatures is enormous and is covered by the beast trainer's affiliation. An affiliation gives the reaver certain leads on finding tasks for profit. Other advantages may include free room and board, special discounts when purchasing available goods, templar favours, or free travel along trading routes.

Survivalist: Reavers spend so much of their time in the Athasian outback that they receive a +2 to their starting survival non-weapon proficiency score. Terrain type must be chosen for each survival proficiency slot. Additional survival proficiencies also receive the +2 skill bonus.

Special Hindrances

Exclusive Quarry: Reavers who are caught stealing the prize of another reaver are punished in the arena. They are sent into combat unarmed, often against the creatures they stole in the first place. If the reaver survives, he may spend months in prison until a replacement for the stolen creature can be found.

Special Equipment: The reaver must purchase at least two weapons (one distance and one melee) and spend at least 150 ceramic pieces per month on materials to set traps to capture wild creatures.

Wealth Options: Prices for captured creatures vary with arena location and rarity of species. To determine the price of a specific creature, divide the monster's experience points by 10. The result is the market value of that creature in ceramic pieces.

Slave Gladiator

Gladiatorial slaves are some of the strongest, toughest, and most dangerous adversaries in the arena. Battling for survival has been the only constant in their violent lives. Some are bought and raised from childhood for arena life. Others start later in life – in some cases, they find themselves condemned to a life of slavery in the arena – and must learn quickly in order to survive. They have little to lose or gain except their lives.

The duty of a slave gladiator is to enter the arena when his master orders him, and give his best effort – or his life. As bad as life may be in the slave pens, quarries, and fields, slaves there may still live long lives. This is not always true in the arena. A slave forced to fight in the arena is still a gladiator, whether by choice or fate.

Through sheer numbers, unwilling slaves make up the majority of combatants in the arena. Escape, freedom, and revenge for unjust imprisonment are but a few of the typical motivations for slave gladiators.

Since a slave gladiator has no personal freedom, it is possible for one PC to own an NPC in a campaign setting. The gladiator could be used as a bodyguard or as a member of an elite strike force. Problems of conflict between the player and the NPC must be carefully handled.

A DM should always represent slavery as a cruel and inhuman institution when addressing the social roles

of gladiatorial slaves. Usually regarded with contempt, gladiatorial slaves are property to be bought and sold. Remember, being forced into gladiatorial combat might be an unwilling choice for a warrior, regardless of his or her fighting skills.

Those who take this kit often hide any psionic wild talent from their masters, for it might be the edge they need to escape.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Gaming, survival.

Bonus Weapon Proficiencies: Slave gladiators receive an automatic specialisation in impaler (a weapon used in gladiatorial combat).

Bonus Non-weapon Proficiencies: Weapon improvisation.

Equipment: Most slave gladiators choose their favourite or best weapon for arena combat. However, a slave gladiator has only the equipment granted by her master or trainer. Although most slave gladiators receive ample weapons and armour for arena combat, it is well within a master's or trainer's power to force a slave gladiator to enter the arena with weapons or armour they did not choose – or even with neither. A slave gladiator has little recourse but to accept his fate and survive.

Special Benefits

Honed Physique: A slave gladiator gains a +1 bonus to either Strength, Constitution, or Dexterity, as the result of rigorous training. The bonus must be applied at character creation.

Special Hindrances

Brutish Demeanour: Years of crushing servitude have given the gladiator an animalistic demeanour – the slave gladiator suffers a –1 penalty to Intelligence and Charisma, applied at character creation.

Life in Chains: To a slave, this is obvious – they are captives until death, property of cruel masters who thrill at their suffering. In every combat, his life is on the line; no other reward is offered except his own survival. A gladiatorial slave can only bide for time and look for a means to escape and freedom. The outlands are filled with tribes of slaves who have made good their escapes and found new lives outside the gladiatorial arena.

If PC slave gladiators have had a few successful combats in the arena, they should be warned about popularity. Escaped gladiatorial slaves are easily recognisable. Thousands of spectators have seen them at each match. Some fans may wish to help them out of admiration. Others (possibly those who have bet against them) may turn them over to the nearest templar as soon as possible, hoping for a reward. Both groups fear templar reprisals, and this must be taken into consideration when escaped slaves seek shelter.

Wealth Options: Slave gladiators start with no money. A generous owner or templar may give a slave incentives to fight. Incentives can vary from a few ceramic pieces to a new weapon, or the promise of eventual freedom.

Slave Warrior

The majority of the noble and merchant houses of Athas field a force of armed guards to protect their properties and caravans. A number of these are free mercenaries, but almost all of these forces include fanatical slave warriors – people born into slavery and raised from a very early age to be loyal bodyguards and enforcers. Player character slave warriors may either be free of their patron houses or may elect to retain some ties with the houses they were born to fight for.

The slave warrior is one of the most highly skilled fighters on Athas. From early childhood, he has survived a brutal regime of exercise, training, and indoctrination designed to make him into a mindless killing machine who would sacrifice his own life for the sake of his owners. Almost all slave warriors are branded or tattooed with the emblem of their owning houses. They are the only slaves who are ever armed outside the arena.

Fighters and gladiators may take the slave warrior kit. Rangers require a less urban background to learn their survival skills. Muls, dwarves, and half-giants are ideal for this kit; thri-kreen and halflings are very difficult to indoctrinate and are rarely used in this way.

The first decision the player of a slave warrior must make is whether or not the PC is still owned by his patron. Slave warriors represent the elite of Athas' enslaved; they are well fed, receive good quarters, and are equipped with the finest gear money can buy. A PC slave warrior who is enslaved is assumed to go adventuring on the orders of his patron and may be recalled at any time for assignment to different duties.

Free slave warriors may have simply escaped or have won their freedom through some great act of courage. Of course, escaped characters must always watch for templars or slave hunters. Freed characters may occasionally be mistaken for escapees and attacked as well. In either case, the free slave warrior no longer has the resources and wealth of a noble or merchant house to aid him.

In addition to all other requirements, a slave warrior must have a minimum Strength and Constitution of 13.

Recommended Weapons: Spear, crossbow, or pole arm, and also a specialisation from the Unarmed Fighting Style.

Recommended Non-weapon Proficiencies: Animal Handling, gaming, riding (land-based), reading lips.

Bonus Weapon Proficiencies: The slave warrior receives a bonus proficiency slot which may be used to specialise in any melee weapon.

Bonus Non-weapon Proficiencies: Endurance, knowledge (heraldry).

Equipment: A slave warrior receives one set of any standard non-metal armour and a non-metal melee weapon of his choice for free. Enslaved characters are completely equipped (including supplies and a mount, if appropriate) by their patron houses at no cost. There is a 5% chance per level that a character's patron house supplies him with a metal weapon of his choice.

Special Benefits

Dedication: Enslaved slave warriors gain a +1 to attack rolls, damage, and saves when fighting in direct defence of their patrons. Free characters lose this benefit.

Special Hindrances

Prejudice: Free characters have lived as slaves all their lives and suffer a +3 reaction penalty in dealing with non-slave civilised characters. Escaped characters are suspicious and paranoid, and legitimately free characters still carry the social stigma of a slave's birth.

Servitude: Enslaved characters are not their own masters and must obey the orders of their owners. PC slave warriors are assumed to have earned a great deal of trust and responsibility, but are still required to spend one-third of their time on guard over some activity of their patrons.

Characters who desire an extended reprieve from this requirement must demonstrate to their patron that the adventure will bring some tangible reward to the house. The DM should play this to great effect – after all, what's the use of training an elite bodyguard if you just let him wander off into the desert all the time?

Wealth Options: Enslaved characters begin with only 1d4 x 10 cp, while free characters begin with the normal 5d4 x 30 cp. Enslaved characters must return 90% of any treasure to their patrons, including any gems, jewellery, or magical items. However, the patrons may reward such characters for their loyalty.

Wizard Kits

Arcanamach

Each of the sorcerer-monarchs selects an elite few to study and learn magic under their protection. These hated creatures are arcanamachs – defilers sponsored by and loyal to their sorcerer-monarch. Acting as emissaries and spies, the arcanamachs are the only wizards of Athas who freely and openly practice their art. Only the protection of their sorcerer-monarch keeps an arcanamach from an ugly death at a mob's hands.

Arcanamachs are some of the most powerful characters in a campaign. Even the dreaded templars dare not trouble the arcanamachs for fear of the sorcerer-monarch's wrath. The lifestyle of the arcanamachs varies from city to city, but they generally have any materials or luxuries they could want and are guarded carefully. Arcanamachs enjoy the favour of their overlords, and their fortunes rise or fall with the sorcerer-monarchs.

Arcanamachs are known by different names in different cities. In Draj, they are known as *Lawgivers*; in Nibenay, they are called *Hands of Shadow*. In the free city of Tyr, Kalak's arcanamachs were known as *Dotes*, but are now wanted criminals. Most fled Tyr, although there are rumours that some of the Dotes swore allegiance to Tithian.

Only defilers may be arcanamachs, and only the best and brightest are selected. The arcanamach must possess Wisdom 13 or better, Intelligence 17 or better, and Charisma 15 or better. Some arcanamachs begin as neutral characters, but at some point in their careers they must wholly give themselves over to the service of their monarch and assume an evil alignment.

Recommended Weapons: Arcanamachs are occasionally required to serve with the sorcerer-monarch's armies, putting their powers to use on the field of battle. They may choose from the following weapons: dagger, dart, knife, javelin, puchik, short bow, short sword, sling, staff, widow's knife.

Recommended Non-weapon Proficiencies: Alchemy, bureaucracy, etiquette, herbalism, knowledge (engineering), riding (land-based).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Literacy, knowledge (ancient history), spellcraft.

Equipment: Standard.

Special Benefits

Arcane Freedom: Arcanamachs are the only wizards of Athas who can openly practice their art. Within the domain of their sorcerer-monarch, arcanamachs will not be arrested or interfered with by the monarch's templars or guards, within reason. An arcanamach caught in a treasonous act is in just as much danger as anyone else.

Expanded Weapons: Arcanamachs may become proficient in short bow, short sword and javelin for one weapon proficiency slot each, instead of the usual two.

Monarch's Library: Arcanamachs' access to the excellent libraries of the sorcerer-monarchs provides them with the ability to automatically learn one spell of their choosing whenever they gain a level.

Monarch's Notice: There is a 5% chance per level that the sorcerer-monarch takes personal notice of the character's studies. If this occurs, the character can either immediately add 1d4 spells to his repertoire or research one spell or manufacture one magical item at no cost, although they must still take time to arrange for the correct materials to be brought to them.

Personal Guards: Arcanamachs can request guards at any time after they reach 5th level; usually a pair of 3rd-level fighters are assigned for up to a month, but their numbers and skill increase as the arcanamach gains levels. The DM should ration the use of this power; an arcanamach whose guards consistently die during their assignments finds no guards will serve him.

Requisition: Arcanamachs can requisition magical items from their sorcerer-monarch. They begin play with 1,500 XP worth of magical items in their possession. When the arcanamach gains a level, he can request another 1,500 XP worth of items. There is a 5% chance per level of the wizard that his request is granted.

Special Hindrances

Hated Lackey: The arcanamach is a marked man. He has enemies everywhere – the Veiled Alliance, jealous nobles and templars, and even his ambitious peers – and only one friend: the sorcerer-monarch. There is a 25% chance per month that someone moves against the arcanamach. The Veiled Alliance may attempt to assassinate him, or a templar may attempt to discredit him in the sorcerer-monarch's eyes by planting evidence or similar tactics. The arcanamach must be eternally vigilant for the machinations of his many enemies.

Loyal Minion: In return for the favour showered upon the arcanamach, the sorcerer-monarch expects absolute loyalty. The arcanamach must vigorously pursue his sorcerer-monarch's interests or risk disfavour and the attendant consequences.

Any time the arcanamach wishes to pursue his own studies, go on an adventure, or even just take a vacation, there is a base 50% chance that the sorcerer-monarch's demands interfere. The character may be assigned as part of a diplomatic party to another city-state, he may be "asked" to accompany a military force to battle, or he may even be loaned out to a powerful noble or templar to assist in their enterprise. The DM should play this carefully; if the player has been playing his character well, his arcanamach might not be bothered quite so often. If the player has been abusing his character's perks, however, it's a good sign that the wizard is leaning heavily on the sorcerer-monarch and is in their thoughts.

Wealth Options: The arcanamach begins with the standard amount of money for a wizard character. However, he always has free lodging available to him in the sorcerer-king's palace.

Arena Mage

The arena mage is a gladiatorial wizard who uses his magic in the games. He's a master at masking his use of magic and covertly casting his spells. Though he excels in disguising spells as psionic disciplines, concealing the fact that he is a wizard can have far-reaching effects for the arena mage.

Arena mages may be spellcasting slaves who are forced into the arena to fight for their lives. Somehow they have managed to keep their spellbooks or have created new ones. Since they might be capable of escaping the slave pens using their magic, there is often something else holding them to the arena. They may have friends who might lose were they not there to support them, they may be receiving instruction in the art of magic from another slave who will not leave, or they may simply enjoy the life of a gladiator.

Others are not slaves at all, but free people who choose to fight in the arena for money or glory – or as an excuse to infiltrate the slave pens as a spy for the Veiled Alliance or a sorcerer-king. A few are thrill-seekers, finding pleasure in brazenly using magic in the most public place possible.

Whatever their reasons for fighting in the games, arena mages all learn a most valuable lesson: how to cast spells without betraying that they are wizards. This skill can be transferred to life outside the arena, and makes them sought after as covert agents for the Veiled Alliance and the sorcerer-kings.

They are also invaluable to adventuring parties who may desperately need the support of a spellcaster, but can't afford to be discovered associating with one.

Multi-classed characters who combine the arena mage kit with the thief, fighter, cleric, or psionicist class can be very dangerous, as they can completely hide one facet of their training and thus surprise opponents. Obstacles that might have defeated a fighter can often be overcome by magic, and the information that magic can provide to a thief makes the character highly versatile. Dual-classed arena mages have the same advantages.

Arena mages tend to focus their studies on spells that can be passed off as psionics. If a spell has no material components, it will almost certainly appear in the arena mage's spell book. Many spells and psionic powers are virtually indistinguishable. These spells, such as *clairvoyance*, *telekinesis*, *animate object*, *levitation*, and *teleport*, for example, may be used as-is and easily passed off as psionic powers. Others, such as *invisibility* and *stoneskin*, don't exactly correspond to psionic equivalents, but can be explained as such. Additionally, some spells actually give the arena mage an advantage over actual psionic foes. *Antimagic shell* blocks the effects of psionic powers, for example, while *detect invisibility* allows the mage to see someone using psionic *invisibility* quite clearly. Each arena mage will usually hand-pick a selection of clever spells with which he is intimately familiar.

The arena mage may be either a defiler or preserver, though it's usually easier for preservers to hide the effects of their energy tapping. Though arena mages may be multi-classed or dual-classed, they may not combine this kit with the actual gladiator class.

Arena mages must have an Intelligence score of at least 13 and a Constitution score of at least 12, as they must constantly use their wits to disguise what they are actually doing and avoid direct confrontations with brawny gladiators intent on forcing them into melee.

Recommended Weapons: Arena mages may choose their weapons from among any allowable for mages, but only carry weapons usable by psionicists into the arena.

This usually means they choose dagger, dart, or knife. Hand crossbows are also weapons that psionicists may use. Though wizards are rarely proficient in hand crossbow, carrying one into the arena tends to be a plus to a mage's disguise. Outside the arena, the arena mage may have staff or sling as well.

Recommended Non-weapon Proficiencies: Craft (bookbinding), etiquette, intimidation, language (modern), literacy, prestidigitation, spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Spell concealment.

Equipment: Standard.

Special Benefits

Arcane Misdirection: Because arena mages are so used to casting their spells covertly, there is an 85% chance that foes in combat with the mage won't realise where a spell originated for the first two rounds. They may look for invisible wizards or attempt to erect psionic

defences, both of which take up time they might otherwise spend to harm the arena mage and companions.

Arena Familiarity: Arena mages are intimately familiar with gladiatorial arenas and how they function. Arena trainers, who overhear everything, and gladiators, because they are valued slaves (or admired free citizens), usually know what's going on in any given city. Arena mages can trade on their relationships with these people to learn one significant piece of information per game session. The information isn't always directly related to the character's current quest, but might prove handy to know in a later adventure or to trade for more immediately important information.

Special Hindrances

Exposure Risk: Arena mages gamble with their lives every day. They perform magic in a public place, often in front of templars and psionicists who could unmask them in a moment if they saw through the act. This is always a possibility. For each arena combat in which the mage participates, there is a 5% chance (not cumulative) that someone becomes aware of the mage's true nature. If such a person notices the sham, there is an additional 10% chance that it will be a templar or a psionicist. Depending on who it is that notices something amiss, the mage might be subjected to questioning, arrest, or any other penalty that would normally be levied.

Unimportant people seeing through the disguise might report it in hopes of a reward, attempt to blackmail the wizard, or tell the Veiled Alliance. Though there should be the possibility that the character is unmasked, it shouldn't become an everyday occurrence, happening every time the wizard sets foot in the arena.

Wealth Options: Whether slave or free citizen, the arena mage starts with (2d4+2) x 30 cp to reflect payment and tips received in the arena.

Chasseur

Chasseurs, or huntsmen, are wizards who specialise in hunting down others of their kind. Whether defiler or preserver, the chasseur uses his skills and magic to track and capture or kill other mages.

Chasseurs are much like bounty hunters. The sorcerer-kings employ many defilers to do their dirty work for them. Among these are tracking specialists who are charged with hunting down wizards and bringing them in for trial and execution. These defilers are particularly hated and feared by all other wizards. Not all chasseurs are defilers or work for the sorcerer-kings, however. Quite a few belong to the Veiled Alliance. These wizards specialise in hunting down rogues and turncoats and returning them to the Veiled Alliance for judgment. A few will perform field executions as need dictates.

There are also those wizards who hunt others for money, and those who hate themselves and all other wizards. The latter believe that all wizards, whether preserver or defiler, should be wiped from the face of the planet. Hating what magic has done to them, they try to eradicate wizardly magic on Athas. These particular chasseurs are usually unsuitable as player characters.

In most cases, defiler chasseurs who are adventurers have escaped from (or been set free by the death of) their sorcerer-king employer. The character is now on his own and free to make his own choices. Preserver chasseurs may work for the Veiled Alliance, may be free agents who are employed by the Alliance, or have made it their life's work to stop rogue wizards or defilers.

Though they function primarily as mage hunters, chasseurs are quite skilled at tracking in general. Because of their skills in locating wizards (and presumably others as well), chasseurs are sometimes asked to go in search of missing people or to recover valuable goods which have been stolen.

Chasseurs are rarely known to be wizards. Most people assume they are some sort of ranger or thief and look on them as bounty hunters. While most bounty hunters are given a wide berth and looked down upon, chasseurs are often admired for bringing hated, highly feared wizards to "justice".

All chasseurs rely heavily on divinations to locate their quarries. Some chasseurs occasionally have trouble learning the divination spells they need, and as a result are always on the lookout for magical items that will assist them in their work.

Additionally, since their payment often depends upon bringing in their quarry alive, chasseurs learn many non-damaging attack spells (such as *web* and *sleep*) to help them capture foes without killing them. Those chasseurs who are not under contract but who hunt down mages for their own reasons don't usually bother with such niceties or distinctions. For them, the spell that lays their foes low the soonest is preferred.

Chasseurs may be either defilers or preservers, but most are defilers. These huntsmen may be multi-classed or dual-classed. The most popular combination is the chasseur/ranger, which provides the character with impressive tracking skills. These wizards must be careful whom they hunt, as mistakenly capturing or killing an innocent could result in their loss of ranger status.

Chasseurs must have a Constitution score of at least 13 to withstand the rigours of the kit.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Information gathering, language (sign), literacy, navigation, observation, spell concealment, spellcraft.

Bonus Weapon Proficiencies: Chasseurs may take proficiency in harpoon, mancatcher and whip for one slot each instead of the usual two.

Bonus Non-weapon Proficiencies: Intimidation, tracking.

Equipment: Standard.

Special Benefits

Common Hero: Chasseurs who are known to be mage-hunters are much admired by the common people. So long as it is not known that the chasseur is himself a wizard, he receives a –2 reaction bonus from those with whom he interacts. He is a popular character, receiving free drinks at the local wine shop and bargain prices on whatever he buys. This benefit is not available to any chasseur known to work for a sorcerer-king, as they are as greatly feared as those they work for.

Cry Witch: Chasseurs have one special ability that gives them a great deal of power over their foes. They can "cry witch". This is yelling out an accusation of practicing wizardry against someone in a public place. The common people, guards, and other non-magicians present, being terrified of all sorcery, will take up the cry and attempt to seize the supposed evil-doer. This can make a chasseur's job a whole lot easier, in effect using a mob to make the capture of his quarry for him.

This ability can hold off foes long enough for the chasseur to make good his escape if he is overmatched by his opponents. If used too often in the same location, however, it can backfire, especially if it is used as a distraction and not to alert the public to actual wizards. More than one chasseur has been slain by a mob that he roused to hunt a wizard that wasn't there – only to find that they slaked their bloodlust on him instead.

Special Hindrances

Hated Hunter: Chasseurs suffer a +4 reaction penalty when dealing with other wizards. Even those who would nominally be on their side feel uncomfortable around these huntsmen. Cooperation in hunting rogues is thus sometimes difficult for chasseurs. Furthermore, any other hunters involved always attempt to make the capture while leaving the chasseur out of it.

Obligations: Chasseurs who work for sorcerer-kings or the Veiled Alliance are at the beck and call of their patrons. Refusal to hunt whomever their patrons deem dangerous will undoubtedly result in another chasseur being summoned to hunt down the "rogue" one. Once involved in mage-hunting, the chasseur is in it for life, unless his patron dies or the chasseur can fake his own death and move elsewhere.

Wealth Options: Chasseurs begin with (2d4+2) x 30 cp. In addition, they often have some sort of equipment or device which helps them in their chosen profession, such as thumb locks (restraints that are designed to prevent a wizard from casting spells) or a stone that pulses in the presence of wizards (5% chance of noticing a wizard per that wizard's level).

Earth Defender

The earth defender is a preserver who is concerned with saving one particular aspect of the ecology. Though they must be preservers, these wizards are so consumed by their cause that they are willing to go to almost any lengths to protect their chosen ecological obsession.

When created, the earth defender chooses a "ward" which will be his particular concern. Such wards might include forested areas, oases, and grasslands, or a particular species that the defender believes is essential to the continued health of Athas. These are all broad categories of wards. Some earth defenders may instead choose to narrow their focus, concentrating their efforts on a particular copse of trees, one oasis, one patch of stony barrens that provides an environment for a rare insect species, or whatever else catches their fancy. Those with a more narrow focus are usually NPCs, as the need to remain in one place in order to protect their ward precludes them from adventuring. In some ways, narrow-focus earth defenders are like druids with protected lands.

Defilers who jealously guard a particular copse of trees or clump of vegetation so they may utilise it for themselves are not earth defenders.

Earth defenders are concerned with preventing the destruction of lands or environments which are host to endangered species of plants and animals. They have no tolerance for defilers at all and kill them on sight if possible. Further, they seek out any defilers they can discover in areas where they reside or travel, attempting to rid the land of such threats.

In defence of their ward, earth defenders are willing to go pretty far. They have no compunction against slaying anyone who threatens their ward. They also might blow up a building that houses workers whose tasks the earth defender considers a threat to the region or creatures for whom they have taken responsibility. In the latter case, they usually issue some sort of warning indicating that, if the depredations aren't stopped, they will take revenge. Such warnings are only given once, however, and those who ignore them will soon regret doing so. Essentially, earth defenders are the eco-terrorists of Athas. In their view, the big picture of the planet's overall health takes precedence over the lives of a few humans or demihumans. After all, there are plenty of people; there are only a few agafari groves.

Earth defenders adventure in order to oversee all the areas they consider to be their wards or to discover more such areas. Because they are unable to care for more than one ward at a time, they also search out apprentices and magical spells or items that will help them in their tasks. One of their concerns while adventuring is educating their comrades in the importance of protecting their chosen ward from defilement or destruction. Many earth defenders attach themselves to adventuring parties, make friends, and help them in any way they can, hoping that such friends will assist them in protecting their wards and exacting revenge on those who harm such. To this end, they are reliable and responsible companions, completely loyal to any group they consent to accompany.

Earth defenders, while they utilise divinations and abjurations (especially in defence of their wards), tend to learn a lot of destructive, or at least potentially harmful, spells. They lean toward alteration and invocation/evocation magic, and many of them dabble in conjuration/summoning as a means to guard areas they wish to defend.

The most common multi-classed and dual-classed earth defenders combine this kit with the classes of druid, cleric, or fighter. Some few defender/thieves exist and can be quite deadly to those who threaten their wards due to their ability to sneak up on the offenders, but this combination isn't usual.

All earth defenders must be preservers. Those who wish to take the earth defender kit must have a Constitution score of at least 13 as they are often actively engaged in battle with those who threaten their ecological wards. Earth defenders may not be lawful, as they act as vigilantes and eco-terrorists. They may not be rangers, as some of the actions they perform could call into question the ranger's need to retain his good alignment at all times. Most earth defenders are neutral, with leanings toward good.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal lore, disguise, literacy, knowledge (agriculture, engineering), spellcraft, survival, teaching, tracking.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Hunting.

Equipment: Standard.

Special Benefits

Natural Lore: Earth defenders have a 5% chance per level to correctly identify normal plants, animals, and insects in areas familiar to them (places that are similar to ones they have visited before). After spending at least six months in significantly different terrain types, they may utilise this skill in that area as well.

Natural Stealth: Earth defenders are at home in the natural environment and receive the same ability to move silently and hide in shadows as rangers of the same level while outdoors and away from cities.

Ward Defence: When engaged in active defence of their chosen ward (actual combat), earth defenders receive a +1 to all saving throws due to their fierce determination.

Special Hindrances

Defiler Hatred: Earth defenders can in no way hide their antipathy for defilers. If the defender encounters a defiler in a situation where a confrontation would be foolish or even deadly, he must successfully save vs. death magic or confront his hated enemy anyway.

Obligation: Though earth defenders have no particular organisation, they assist one another when possible. No earth defender will knowingly endanger or refuse to help a brother or sister defender – especially when the defender's ward is in jeopardy. If approached by a fellow defender and asked for help, the earth defender is sworn to assist in any way he can, including helping his fellow destroy potential threats.

Urban Unease: Uncomfortable outside the natural environment, earth defenders receive a +2 reaction penalty while within large cities or towns with many inhabitants. They tend to view strangers as potential foes, always suspicious that they might pose a threat to the wizard's cherished ward – or some other defender's ward.

Wealth Options: It takes leisure time to become involved in eco-terrorism. Most such wizards come from noble or merchant backgrounds and therefore receive (2d4+2) x 30 cp.

Exterminator

Exterminators are defilers who use their defiling methods to purposefully destroy the ecosystem. Some of these defilers enjoy the rush of power that destroying plants give them; some are so consumed by hatred that they want to annihilate everything in their path. Others may be convinced that the evil plants of Athas need to be obliterated. Exterminators are the blood enemies of restorationists, druids, and earth defenders.

Exterminators have no specific role that they fulfil except that of quirky outsider. Each exterminator is different, each has an axe to grind, and each is only interested in one thing – the extermination of all plant life on Athas. As crazy as it sounds, exterminators usually have valid reasons why they feel as they do – at least the reasons are valid to the exterminators.

Some are simply selfish and addicted to power. These defilers look for chances to use their magic to leech all life from plants because it gives them a pleasurable rush of power. The life they take from plants fills them with ecstasy and they can hardly wait to feel that surge again. These exterminators always pull as much power as possible from one area and refuse to wait until later to power their spells. They spend much of their time searching for magical items or spells that will allow them to tap more energy and increase their power.

Some wizards have become infected with hatred for themselves and others of their kind. They believe they must destroy the plants from which mages draw their power so that magic itself will die. Only then will the world be safe from the destruction wrought by magic in the past. They concentrate on destroying plant life one patch at a time. It's difficult to get them to move away from ground that has not been razed and sterilised.

The most dangerous exterminators are those who kill plants because they believe they are evil. These wizards have seen what bloodgrass, hunting cacti, and other predatory or intelligent plants are capable of and have decided to eliminate such evils from Athas. By killing all plant life, they leave the evil ones no place to hide.

Some exterminators once had a reason for destroying plant life but have long since forgotten it in their single-minded pursuit. These people are usually just mean and crazy, and most are NPCs. Despite their insanity, however, they can be quite crafty and dangerous.

The last sort of exterminator is by far the most sly. This wizard hides his true intentions and attempts to kill preservers and pollinating insects, reasoning that, if the things which nurture the plants are gone, the plants can't survive. They launch grand schemes designed to force others to help destroy plant life. They might foul food stocks and blame it on diseased crops, then suggest that burning the field will take care of the problem.

Exterminators have spent much time learning about plants. They know that in order to destroy something they must first understand it and discover its weaknesses. Many have learned to use the reverse of preserver spells to terrible effect against plants.

Only defilers may be exterminators. Defilers most often combine this class with that of thief or psionicist. Exterminator/fighter combinations are rare, and no one may combine the exterminator class with that of druid or cleric. Elves, half-elves, and humans may all be exterminators. Aarakocra are never exterminators.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Animal handling craft (bookbinding, brewing), herbalism, intimidation, literacy, spell concealment, spellcraft, survival, water find.

Bonus Weapon Proficiencies: Sickle.

Bonus Non-weapon Proficiencies: Knowledge (agriculture).

Equipment: Standard.

Special Benefits

Brew Poison: Because of their comprehensive knowledge of plants, exterminators are able to brew potent poisons from them. Most of these are intended to kill plant life, and they may brew several different kinds of poisons that will do so. The exterminator also has a 5% chance per level of being able to produce a poison like those made by bards. The exterminator may only learn how to make one of this type of poison – roll on the bard's poison table to determine the type. Actually brewing it is dependent upon his having the correct kind of plant stock on hand and a herbalism proficiency. This ability does not come without risk, however – exterminators brewing and handling poison still run a 1 in 20 chance of poisoning themselves.

Brutal Defiling: Exterminators will not leave an area until the energy the plants produce is completely gone. For this reason, they deal 4 hp damage per spell level expended to plant creatures when defiling and their defiling radius is 50% more than the normal size. This could easily be seen as a hindrance, as it makes the exterminator very easy to track.

Reverse Arcana: Because of the intense focus of their studies, exterminators have learned to reverse any plant-related spells, even if that spell does not normally have a reverse effect. Thus, exterminators can cast the reverse of *plant growth* or *ward*. This reversal of spells is the only exception to spells which state that they are only able to be cast by preservers. Exterminators use the preservers' own methods and spells against them.

Special Hindrances

Plant Hatred: These wizards refuse to leave an area until the plant life within it has been sucked absolutely dry. It is often difficult to get them moving when their companions are ready to travel on. Unless there is an immediate threat of annihilation, if the exterminator is in an area where there is still living plant life, he refuses to move unless he makes a Wisdom check at –10. Once the vegetation is thoroughly destroyed, however, the exterminator insists on moving elsewhere as quickly as possible.

Wealth Options: Exterminators receive (1d4+1) x 30 cp to start play.

Gray Chasseur

Gray chasseurs, or gray huntsmen, are wizards who specialise in hunting and destroying a specific breed of monster. They seek the undead, those foul creatures with a connection to the plane of the dead – the Gray.

The undead of Athas are, for the most part, unique creatures with powers, motives, and origins that are different from others of their kind. One thinking zombie, for example, may have different abilities from another thinking zombie, and chances are that the method used to destroy one kaisharga won't even bother the second one encountered. The nature of Athasian undead makes the gray chasseur a necessity.

The gray chasseur is a combination of occult scholar, paranormal investigator, and undead executioner. This wizard gathers every scrap of information and legend concerning the undead of Athas, filing it away for when he'll need it most. He collects relics, unusual items, and strange components – anything that might be used to create a defence or a weapon against the monsters of the Gray. He travels from village to village, watching for signs of undead activity. Then he identifies the type of creature at hand and devises some means for driving it off or putting it to rest so it stops disturbing the living.

Unlike most wizards, the gray chasseur is welcomed (or at least tolerated) by the communities who need his help. A slave tribe or trading outpost troubled by some corporeal undead will often extend an invitation to a gray chasseur, figuring that a wizard is a lesser evil than the walking dead.

Other than his name and a good bit of knowledge about the subject, this wizard has no actual ties to the plane of Athasian dead known as the Gray. He doesn't draw spell energy from the Gray as Athasian necromancers do. The gray chasseur has one goal – to become an expert on all manner and variation of undead monsters in order to be able to confront them and destroy them before they can harm the living.

Gray chasseurs must be preservers. They can be multi-classed or dual-classed; elves and half-elves often combine this class with the fighter class to devastating effect. This kit is available to all races that can become wizards. Gray chasseurs must have Constitution of at least 13 and Wisdom of at least 11. Constitution allows them to withstand the rigours of a hunt, while Wisdom grants them the mental stamina necessary to face down the fear and dangers of the undead.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Etiquette, knowledge (agriculture, cosmology), survival, teaching. Gray chasseurs are required to have proficiency in knowledge (religion).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (ancient history).

Equipment: Standard.

Special Benefits

Elemental Power: The gray chasseur carries, among other things, the holy symbols associated with the elements. While not a priest by any means, the gray chasseur knows he must show respect to the priestly powers if he hopes to use their relics in the battle against the undead.

As long as the gray chasseur maintains this respect and doesn't do anything to damage his standing with the elementals, he receives certain priest spells as he advances in level. He may cast these spells once per day, though within 24 hours of casting he must make an offering to the granting elementals or lose this ability. Examples of offerings include teaching an agricultural technique to a village elder (Earth), setting someone or something free (Air), burning anything in dedication (Fire), or adding water to an oasis pond (Water).

Level	Granted Priest Spell
4th	*Invisibility to undead* (Air)
6th	*Cure disease* (Fire)
8th	*Negative plane protection* (Water)
10th	*Dispel evil* (Earth)

In addition, a gray chasseur who keeps the pact gains the ability to turn undead as if he were a priest of three levels less than his experience. For example, a 4th-level gray chasseur turns undead as if he were a 1st-level cleric.

The moment a gray chasseur breaks his pact with the elementals or fails to make a proper offering, he loses his priest spells and the ability to turn undead. Without these special abilities, the gray chasseur must rely on his own knowledge and skills as a wizard to survive his battles with the creatures of the Gray.

Enchanted Strike: At 9th level, gray chasseurs treat all weapons as +1 against undead foes. They can't bestow this bonus on any other character, as it's a result of their own tinkering and knowledge.

Reputation: Gray chasseurs receive the benefit of being respected (or at least tolerated) in communities that would otherwise drive them off for being wizards. They receive no reaction adjustment but are not subjected to the prejudice that other wizards face.

Undead Lore: A gray chasseur can study a particular undead creature in order to gain advantages over it. For each day of study (during which time the gray chasseur can watch and gain information on only a single type of undead creature), the wizard is permitted to make a Wisdom check. If the check succeeds, the wizard learns one important bit of useful knowledge from his observations that will help him in his fight against the undead monster.

Knowledge gained in this manner is accumulated in the following order, with one item learned per day of successful study:

- number of undead powers
- type of undead powers (learn one power per day)
- possible weaknesses (learn one per day).

For every Hit Dice an undead is above the wizard's level, the check receives a –1 penalty. For example, if a 4th-level gray chasseur attempts to study a 6 HD undead creature, the wizard's undead lore check receives a –2 penalty.

Wages: Though the gray chasseur is dedicated to learning about and destroying undead, he isn't above being paid for his services. Most gray chasseurs will provide help to a village for whatever the community can afford, though these wizards usually seek 1 sp per HD of the monster they're hired to destroy. From more wealthy clients, they absolutely require this as a minimum.

Special Hindrances

Death Hunt: If a gray chasseur reveals his occupation in the presence of a thinking undead (or fails at an undead lore check while trying to study the creature), that monster has a 55% chance of declaring a death hunt on the wizard. In this case, the undead begins a pursuit of the wizard and won't rest until either it or the gray chasseur is destroyed.

Wealth Options: Gray chasseurs begin play with (3d4+3) x 30 cp.

Mercenary Wizard

Mercenary wizards are those spellcasters who sell their talents to the highest bidder. They work for whoever pays best – usually. There are exceptions. Mercenaries are usually flamboyant, openly practising their magic whenever possible so that prospective employers will notice them.

Mercenary wizards are much like hired guards or soldiers. Mercenaries may be found protecting caravans, watching over businesses, conducting negotiations, or adventuring in search of something their employer wants. They may also be discovered spying on their employer's rivals, orchestrating the demise of his enemies, tampering with others' businesses, or undermining delicate agreements that their patron wants to fail. It is rare, however, to find mercenary wizards who are willing to go into battle for an employer. If it comes down to risking their lives, they would rather run away or pretend to surrender while looking to escape as soon as they get the chance. Mercenaries are masters at knowing when to cut their losses and run.

One of the most creative uses for mercenary wizards is for their employers to set them up as "disinterested" third parties in negotiations or business dealings with rivals. They can then use a whole arsenal of tricks while appearing to be neutral in any disagreements. Further, any secret arrangements the rival attempts to make with the mercenary become known to the mercenary's employer, revealing any strengths or weaknesses the rival might have. Though any agent could pretend to this, wizards are especially suited to it due to their command of many spells which can reveal someone's alignment or charm the rival and bring him around to the wizard's way of thinking.

Some mercenaries, despite their name, only hire themselves out to those whom they respect or work for causes they believe in. These mercenaries have a conscience they must appease and are often caught up in causes they support even when the pay is terrible. Mercenaries who work for such causes are usually honourable, no matter what their employers might believe. Though the Veiled Alliance would like to be wholly self-sufficient, there are times when it must depend upon mercenaries for certain information. Additionally, mercenaries can often procure spell components that local wizards find impossible to acquire due to their mobility.

Adventuring mercenaries probably started by hiring themselves out to a party as a guide or hired spellcaster. Over time, they have come to enjoy the other characters' company and have built up trust and a common background with them. Though the character is still considered a mercenary wizard, he may only require the occasional "token" payment to agree to remain with the party.

Mercenaries choose their spells according to personal likes and dislikes. They are an eclectic bunch, and this shows in their spell choices. Somewhat roguish in temperament, mercenaries often choose spells that allow them to show off or highlight their work. Never content to simply cast a *magic missile* when they could cast a *magic missile* that is green and pink and screams as it impacts, mercenaries often choose to learn metamagic, or spells which alter other spells. To them, it is a matter of pride to make their magic unique, using it as a signature. Clearly, they are the most flamboyant wizards on Athas, caring little if others know what they are.

Mercenaries may be either preservers or defilers. Being a preserver doesn't automatically make a wizard altruistic; many preservers follow the preserver's path simply because it makes more sense to them to protect the source of their power than to wantonly waste it. Such practical mages make good mercenaries. Defilers have no trouble working for whoever has the fattest purse. Any race capable of casting wizardly magic may be a mercenary mage. Practically speaking, however, aarakocra are the least likely to follow this path, while elves are the most likely.

Mercenary mages must have some sort of neutral alignment (lawful neutral, neutral, chaotic neutral, neutral evil, or neutral good). Preserver mercenaries may not belong to the Veiled Alliance, nor may defiler mercenaries have any affiliation that precludes them from serving as a mage-for-hire. Mercenaries must have a Constitution score of at least 13 to enable them to travel long distances at the behest of their employers.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, bureaucracy, craft (bookbinding), disguise, information gathering, intimidation, knowledge (heraldry), literacy, observation, spell concealment, spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Etiquette.

Equipment: Standard.

Special Benefits

Growing Fame: Each time a mercenary successfully concludes a job for an employer, his fame grows. Other potential employers hear of his success and may try to hire him. Such job offers are always at the same level or 1% higher than his last job offer. Bargaining successfully can, of course, raise this.

Steady Income: Mercenaries are rarely without funds. They are either employed, have recently been hired (and given an advance), or have just completed a job and been paid. Characters (or the DM) may choose the form this wealth takes from the following:

- a normal riding beast with tack and harness
- 1d20 ceramic bits and 2d4 silver pieces
- lodgings paid up for a month
- a share of a local merchant's goods headed out on a caravan.

In the latter case, after four weeks they may have nothing (the venture failed) or they may receive 1 to 6 gold pieces from their investment (the venture was profitable); roll 1d8–2 to see how many gold pieces they receive. Each time the mercenary completes a quest for an employer he receives one of these rewards or a commensurate amount.

Steel Weapon: Mercenary wizards begin the game with one non-magical steel weapon (player's choice from among those available to wizards).

Special Hindrances

Easily Identified: Mercenaries are flamboyant, with reputations for success, making it easy for people to identify them as wizards. Disgruntled losers, annoyed templars, offended merchants, and greedy nobles may try to hire someone to take the mercenary out of the picture. Those who don't have any particular bone to pick with the mercenary may decide that the world would be better off with one less wizard in it – especially one as obvious as the mercenary. At any given time, there are one or two agents out looking for the mercenary, intent either on exacting revenge for an employer or on bringing him in for trial and execution. These bounty hunters may be fighters, thieves, psionicists, clerics, or they just may be rival mercenary wizards or chasseurs.

Wealth Options: Starting funds are (1d4+1) x 30 cp, but see also Special Benefits.

Necromancer

Overly concerned with death and negative energies, necromancers are wizards who have somehow become tied in to the plane known as the Gray. Though they marginally interact with this plane by drawing energy from it, they don't open portals into the Gray simply by virtue of their spellcasting.

Whether through a fascination with death or by attempting to harness negative life energy, necromancers have become tied to the Gray. They are delvers into the great unknown, seekers of the answers known only to the dead, and hopeful searchers in the frantic scramble for immortality. Rather than drawing the energy to power their spells from plant life, necromancers draw it from the Gray, the realm of the Athasian dead. It is thus difficult for most people to tell if they are defilers or preservers, since they have little effect on the plant life around them in normal circumstances.

Necromancers are mainly concerned with the search for immortality. They learn all they can of death in order to avoid its embrace. Some are merely interested scholars, while others want to attain immortality themselves. To this end, they often seek out intelligent undead to learn from and may serve them in some capacity in return for this information. Necromancers who make such bargains are usually NPCs. Some necromancers search for kaisharga to learn how to become like them; others may approach meorty resting places hoping to learn more about the mysterious ancients.

Player character necromancers may be adventurers who have let their fear of death overwhelm them, scholars seeking to unlock the secrets of death and immortality, or regular people who have inexplicably become linked to the Gray due to a curse or tragic event.

While most people consider necromancers ghoulish and poor company, they can be quite potent adventuring companions. Their abilities to animate dead and to keep intelligent (free-willed) undead from ravaging if given the chance to speak to them should not be overlooked.

Necromancers utilise obsidian shards and spheres in their magic and often seek out certain spells which allow them to use these as energy containers.

Necromancers may be preservers or defilers, but most far are defilers – although drawing energy from the Gray means they leave this distinction behind. This is not a specialist mage, but a wizard who has attracted the energies of the Athasian plane of the dead.

The necromancer kit can't be combined with any other class. Because they must balance the pull of negative energy with those of life energy in order to cast their spells, necromancers must have a Wisdom score of at least 16 and a Constitution score of 14. Due to the nature of the Gray, all necromancers must have neutral as one aspect of their alignments; the plane of the dead tends to erase extreme tendencies in those who interact with it – death, after all, is the great equaliser.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Bargain, craft (gem cutting), intimidation, knowledge (ancient history, engineering), literacy, omen reading, spellcraft.

Bonus Weapon Proficiencies: Necromancers may become proficient in whip for one slot so that they may utilise it in casting *death whip* spells.

Bonus Non-weapon Proficiencies: Knowledge (cosmology), language (ancient).

Equipment: Standard.

Special Benefits

Control Undead: Necromancers have a 5% chance per level of being able to wrest control of unintelligent undead away from any controlling source (for example, a priest who has animated or is commanding the undead) and use the undead for their own ends for 1d6 rounds. If there is no controller, they may take control automatically for 1d6 rounds. At the end of this time, control reverts to the original controller or animator (if there is one). Otherwise, the undead are freed of any further control by the necromancer.

Through force of will, the necromancer can also attempt to command intelligent undead. The chance is equal to the wizard's Wisdom score plus 5% per level, minus the creature's Hit Dice. For example, if a 3rd-level necromancer with 16 Wisdom tries to command a 6 HD monster, the chance would be 25%. This command lasts for 1d4 rounds.

Fear Immunity: Necromancers are immune to any fear caused by the undead.

Gathering Energy: Because their connection to the Gray is unstable at best, the necromancer must roll on the table below to determine the strength of this connection when the necromancer gathers energy to cast a spell.

Accessing the Gray can damage the necromancer – see Hindrances below.

d10 Roll	Connection Strength	Initiative Modifier	Caster Level Modifier
1	Weak	+4	–2
2–4	Faltering	+2	–1
5–7	Normal	0	0
8–9	Strong	–2	+1
10	Extreme	–4	+2

Undead Companion: At 5th level, a necromancer gains a constant undead companion. One undead being can be called per level that remains at the wizard's beck and call until the creature is destroyed or a new creature is summoned (at the next level of experience). The type of creature that responds to the summons depends on the level of the necromancer:

Level	Undead Type
5–6	normal skeleton
7–8	normal zombie
9–12	thinking zombie
13+	wracked spirit

Special Hindrances

Death Taint: Necromancers have the look of death about them. It hangs like a dark aura, growing stronger as they advance in level. This makes others feel ill at ease in their presence, giving the necromancer a reaction penalty of one-half their level, rounded down. So, a 5th-level necromancer has a +2 penalty.

Gray Shock: When a necromancer accesses the Gray for spell energy, the wizard must make a Constitution check to withstand the dimension's negative power. A failed check inflicts 1d2 hp damage and the spell fails.

Obsidian Shard: The necromancer must fashion an obsidian shard to use as a conduit for drawing energy from the Gray. This shard must be prepared through an elaborate ceremony that lasts for 1d4+2 days. At the end of this period, the necromancer reaches into the Gray and makes a Wisdom check. A successful check inflicts 1d4+1 damage on the wizard and imbues his shard with a individual life force from the Gray. With this imbued shard, the wizard maintains a constant connection to the Gray. The life force is rendered comatose, providing nothing more than the spark necessary to maintain the open conduit. If the check fails, the shard isn't imbued and the wizard suffers 2d4+2 damage.

Wealth Options: Necromancers start play with (1d4+1) x 15 cp, as they are preoccupied with death and immortality rather than with making money.

Relic Seeker

Relic seekers are wizards who search for ancient items. They look for books, scrolls, tablets, metal tools – anything tied to the past that can increase their knowledge or otherwise help them piece together the mysteries of ancient Athas. Scholars of the highest order and curators who locate, catalogue, and carry their museums with them, most aren't interested in power. They simply want to learn and preserver that learning for others. Any power that might come their way through this course is simply an added bonus.

Relic seekers are adventurers in the classic sense – they'll go anywhere, brave any danger, to recover a relic, learn a new bit of information, or discover an ancient secret. Tall mountains, deep caverns, ancient ruins – these are the obstacles the relic seekers learn to circumvent in the pursuit of knowledge. Relic seekers will join adventuring groups to gain assistance in their work, for everyone knows that adventurers spend lots of time in just the sort of places a relic seeker can uncover some piece of the past.

Artifacts, historical accounts, spells and magical items, objects of art, even odd bits of metal – these are the treasures that relic seekers constantly search for. It's their passion, the driving force that defines their ultimate motivations. In a world where reading and writing is prohibited, where the secrets of the past are considered better left buried, the relic seekers see it as their duty to preserve and often rescue such items from the forces that would destroy them.

Divination spells are clearly part of every relic seeker's repertoire. They also tend to have lots of uses for abjuration magic.

Preservers normally take the relic seeker kit, as they are more concerned with preserving not only nature and life, but even the past. Defilers can select this kit, but they do so more to increase their own power than for any love of knowledge or desire to unlock ancient mysteries. When multi-classed, the only other class that logically combines with relic-seeking wizards is the thief class.

Any race that can become a wizard can select this kit. Aarakocra and humans make the best relic seekers, but there have been relic seekers among the elf tribes, and even a half-elf or two has dug into the ruins of yesterday to learn more about the world.

Relic seekers have only two ability score requirements – they must have Intelligence of at least 12 and Wisdom of at least 11. Otherwise, a relic seeker can be of any alignment as long as one of its aspects is lawful.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Appraising, etiquette, literacy, navigation, spell concealment, teaching.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (ancient history), Language (ancient).

Equipment: Standard.

Special Benefits

Identify Item: Relic seekers learn how to identify ancient items with some success. They have a 5% chance per level of being able to identify an item as genuine or magical in nature. They can attempt this identification process once per item, regardless of the result they come up with. (DMs might want to make the check in secret for the relic seeker.)

Larceny: To reflect the time relic seekers spend digging through ancient ruins, they have access to four rogue skills. They receive 15 points at 3rd level (the starting level for Dark Sun characters) and 5 points each new level to put into these skills. The skills and their base scores are:

Climb Walls 15%
Find/Remove Traps 0%
Open Locks 0%
Read Languages 10%.

Magic Items: Every relic seeker starts play with a minor magical item of some sort (as selected by the DM). For every magical item and ancient relic they collect, they receive a 5% experience point bonus.

Special Hindrances

Absent-Minded: As scholars, relic seekers often have their attention turned toward matters beyond the here and now. The first round of any combat, the relic seeker suffers a +2 penalty to his initiative roll, and in any location other than ruins or while on a relic hunt, the relic seeker is always surprised.

Obvious Literacy: When traveling in a place where reading and writing is prohibited, such as most city-states, the relic seeker must be extremely careful not to give himself away. This can be harder than it sounds, as they always carry scrolls, tablets, and other ancient artifacts in the many pouches and bags they wear.

Unhealthy Curiosity: Curiosity killed the kivit, and it certainly gets the relic seeker into trouble. Whenever the relic seeker picks up a rumour concerning an artifact or other worthy item, he must make a successful Wisdom check to keep from rushing to immediately find it. If the check fails, he's off at the first opportunity.

Wealth Options: Relic seekers begin play with (1d4+2) x 30 cp and a minor magical item of the DM's choice.

Restorationist

The restorationist is a preserver whose main goal is the return of Athas to its former state of verdant vegetation and free, open water. As a dreamer intent upon revitalising the land, this wizard seeks out new and ancient magic in hopes of using it to heal the land of the ills that have brought it to its present state. They may come from any portion of society, from nobility to slave. Those who are brought up outside of cities or who have intimate knowledge of agriculture, whether as landowner or worker, are most likely to follow this path.

In a world that teeters on the brink of collapse, the restorationist is a dedicated rebuilder of what once was. It is his role to travel from place to place, seeking magic which might help restore the land. Restorationists also carry seeds from one area to another, attempting to create areas of life in places where life has seemingly been eradicated. Their keen understanding of the forces that shape the world forms the cornerstone of the magic they practice. Restorationists are fanatical preservers. They always take extra time when tapping into a plant's life energy and carefully replace the life-force after extracting the small amount of energy they need.

To some extent, even defilers respect restorationists. After all, they are making the land healthy again, providing the defiler with new sources of energy. Restorationists never advertise that they are wizards, claiming only that they have knowledge of agriculture or lore concerning the plant life of Athas.

Restorationists are respectful of all living things. They never take lives unnecessarily, though they will make exceptions for exterminators, whom they consider to be dangerous and insane. They prefer to eat things which return some value to the land such as fruits with seeds that can be replanted.

If dining on animals, the restorationist tries to bury the remains so the nutrients from the carcass will provide fertilisation for the land; when eating fruits, grains, and vegetables, the wizard keeps seeds for planting in fertile areas and uses any leftover vegetable matter as compost.

As traveling companions, restorationists are thoughtful and self-assured. Though they don't seek combat, they will defend their companions. Their knowledge of the land and herbs makes them valued members of any party. There are two main reasons why restorationists travel: to see and learn about the land, and to find ways to make it fertile once again.

To this end, the wizard might travel in search of ancient tomes that describe spells which affect plants, or might accompany a group because they will pass through an oasis where certain plants grow that the restorationist wants to seed elsewhere.

Because they are consumed by their goal of restoring Athas, restorationists tend to choose their spells based on usefulness to this goal. They tend toward divination and abjuration spells, but also utilise many alteration spells such as *plant growth*. They are constantly searching for new spells that will have a positive effect upon the land. They refuse to pull energy more than once per day from any given area lest they inadvertently cause the vegetation to suffer, and they never tap into a plant's life energy until they need to cast a spell.

Restorationists often find themselves allied with earth defenders and druids. Their greatest foes are exterminators.

Aarakocra, in particular, are suited to the kit as they are brought up with a respect for the land and they adventure out of the desire to better the conditions of life on Athas. Restorationists must be of good or neutral alignment and must have a Constitution score of at least 12, as they often travel a great deal.

Recommended Weapons: Restorationists may be proficient in any weapons available to regular wizards, though they refuse to use anything made of wood. If they have staves, these are carved from huge bones.

Recommended Non-weapon Proficiencies: Endurance, herbalism, knowledge (ancient history, engineering), language (ancient), navigation, spell concealment, spellcraft, survival, water find.

Bonus Weapon Proficiencies: Restorationists may choose to take garden hoe (made of bone) as a weapon. Such weapons inflict 1d4 points of damage plus any Strength bonus the wielder may have.

Bonus Non-weapon Proficiencies: Knowledge (agriculture).

Equipment: Standard.

Special Benefits

Accepted: These wizards are not hated and reviled like others because they are the most careful not to let anyone know that they are spellcasters. Nobles and commoners alike come to them for advice on growing more abundant crops, and they are respected for their knowledge.

If a restorationist has passed through an area before without causing problems, he receives a –1 bonus to reaction rolls by the residents due to help he may have rendered them in the past.

Bonus Spell: Restorationists may prepare one extra spell per day which directly has an effect on the environment, the land, or plant or animal life. This spell can be of any level that the restorationist can cast.

Speak with Plants: Because of their close association with growing things, restorationists can *speak with plants* (as per the 4th-level cleric spell) once per day. This is a special ability and does not count against the restorationist's prepared spells, nor does it require life energy when used.

Special Hindrances

Careful Gathering: The restorationist is bound by a code not to pull energy form any one group of plants or area (approximately 10 feet x 10 feet) more than once per day. If he needs to cast another spell within a short period of time, he can't pull life energy from the same patch of vegetation as before, which may delay him or prevent him from casting more than one spell in a given encounter, depending on his surroundings.

Casting Speed: Restorationists take such care when gathering energy that their casting time is doubled. If the resulting casting time is greater than 10, it becomes one full round.

Monarch's Greed: A restorationist's freedom is always in danger. Defilers who know of a restorationist's work and who have ties to sorcerer-kings occasionally attempt to kidnap these wizards to keep the powerful ruler's gardens green and healthy.

Wealth Options: Restorationists receive (1d4+1) x 30 cp to start.

Shadow Wizard

The shadow wizard uses a different energy source for preparing and casting spells. In this case, that source is the plane of existence known only as the Black.

Either preservers or defilers can be shadow wizards, which means they can draw spell energy in the normal manner, or pull it from the shadowy depths of the Black. Shadow wizards may combine the wizard class with any other possible class except cleric, druid, or ranger.

Shadow wizards have been around for many centuries, though never in large numbers. They are mystics who have reached out and touched the Black, one of the dimensions that separates Athas from the rest of the multiverse. They tap this cold dimension for the energy they need to cast their spells and use darkness and light – and the shadows they cast – to understand the meaning of existence by examining what is missing.

The few who know that shadow wizards exist consider them to be evil beings of pure darkness. They are wrong. Shadow wizards appear distant, cold, even bleak, but can be of any alignment. The shadow wizard believes in a balance in all things, for there can be no shadow without both light and darkness.

Shadow wizards are cold to the touch, even in the heat of the day. They spend a portion of each day basking in shadow, and they tend to stick to shadowy places most other times. They always wear robes or cloaks full of folds and shadows, even on the hottest days.

These wizards believe themselves to be separate from the rest of the world. Like the Black itself, they see themselves as great dividers. On one side is everything that exists; on the other, everything that doesn't. The shadow wizard walks the narrow path between, always with one foot in the Black. To accomplish this, a shadow wizard sacrifices a portion of himself to the Black, becoming part living shadow. In many ways, the robes they wear are to hide this sacrifice from others who would misunderstand and fear such a sight.

Shadow wizards need shadows to access the Black and favour spells that produce either shadow or light in some capacity, as well as divination spells. They avoid darkness spells, as these obliterate shadow, thus weakening their power.

Shadow wizards need a minimum Wisdom score of 16 and a Constitution score of 15 to withstand the mental and physical rigours of touching the dimension of darkness. While they can be of any alignment, one aspect of their alignment must be neutral.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Literacy, mental armour, navigation, omen reading, spellcraft, survival.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Knowledge (cosmology).

Equipment: Standard.

Special Benefits

Gathering Energy: Because the connection to the Black isn't constant, the shadow wizard must roll on the table below to determine the strength of this connection when he gathers energy to cast a spell.

Note that a shadow wizard can improve his connection by basking in a shadow at the time of energy gathering. This gives him a +1 to the roll.

Accessing the Black can damage the shadow wizard – see Hindrances below.

d10 Roll	Connection Strength	Initiative Modifier	Caster Level Modifier
1	Weak	+4	-2
2–4	Faltering	+2	-1
5–7	Normal	0	0
8–9	Strong	-2	+1
10	Extreme	-4	+2

Shadow Body: At 3rd level, a portion of the shadow wizard's body becomes living shadow. This portion is equal to 20% of the wizard's body. Each level thereafter, another 5% portion turns to living shadow, spreading every level advancement until 50% of the wizard's physical form has been replaced at 9th level. This shadow has a permanent *chill touch* spell effect upon it, which can be harnessed and used by the shadow wizard once per level per day.

Shadow Immunity: At 9th level, the shadow wizard is no longer affected by the cold of undead creatures, shadows, shadow creatures, or the Black.

Speak with Shadow: At 7th level, the shadow wizard gains the ability to communicate with all shadow creatures. They may not heed him, but they will understand him and he them.

Special Hindrances

Chill of the Black: When the shadow wizard accesses the Black for spell energy, he must make a Constitution check to withstand the physical and mental chill of the shadow dimension. The wizard isn't actually entering the plane, just opening a conduit through the use of his magical training. A failed check inflicts 1d2 damage upon him and the spell fails.

Shadow Fear: The shadow stain spreading over the shadow wizard and the chill air that hangs around them give these wizards a reaction check penalty that increases as they advance in level:

Level	Penalty
1st–3rd	+1
4th–6th	+2
7th–9th	+3
10th +	+4

In addition, the first time any character sees the shadow stain, that character must make a saving throw vs. petrification or flee in terror – possibly raising an alarm.

Shadow Proximity: A shadow wizard must be within 10 feet of a shadow to draw on the Black's power. In total darkness or otherwise in the absence of shadow, a shadow wizard is cut off from the Black. Granted powers are diminished, spells must now be cast through normal preserving or defiling methods, and the shadow wizard must make a Constitution check with a -2 penalty to withstand the absence of the chilling cold. A failed check indicates that the wizard suffers 1d4 damage.

Wealth Options: A shadow wizard starts play with (1d4+1) x 30 cp.

Slayer

Slayers are wizards who profit from their art by selling their services to the highest bidder. However, the services they sell are very specific – they use their magic to kill. Wielding their magic the way a bard wields poison daggers, slayers take contracts for merchant houses, nobles, and sorcerer-kings, earning fortunes if they're good at what they do.

Slayers, like Athasian bards, have a specific function in Athasian society. They sell their abilities to society's elite, eliminating a merchant's competition, a rival noble, a pushy templar, or an adventurer who just doesn't know when to back off. Most slayers never reveal their true nature, not even to their adventuring companions. They travel the Tablelands and beyond with these companions, slipping away when necessary to handle a job, then returning to continue their adventuring careers.

When a slayer takes a job, he watches his target for a few days. This gives him the opportunity to chart his victim's movements, watch for habits or abilities his employer forgot to warn him of, and gauge the protection he must circumvent to get close to his target. When he's ready, the slayer picks the appropriate spells and begins the onslaught.

Unless specifically asked to put on a big show (which costs more as this puts the slayer at greater risk), a slayer employs spells of a subtle yet deadly nature. Necromantic spells used over a number of days can appear as a withering disease of unknown origin. Illusions can be used to scare a victim to death or cause a victim to blunder into a fatal accident. Even summoning magic can send wild creatures or dangerous monsters to deal with the victim. Every slayer has his own specialty and signature method for completing a job.

In the case of half-elf slayer/bards, the wizard might even be audacious enough to get close to his victim, entertain him, befriend him, and then deliver the death-dealing spell once the victim's trust has been gained.

Slayers keep their profession a secret. Nothing stirs up a mob faster than a wizard who uses his magic for murder. So, a slayer works hard to keep his identity as a wizard hidden and never reveals his nature as a slayer except to those who can afford his services.

Every slayer picks a signature method for dealing death – spells of a subtle nature. All slayers also learn a few obvious spells to use if the need arises. Finally, it makes good sense for a slayer to also have a few spells on hand to use when he needs to make a quick escape. *Dimension door* and *teleport* work well for most slayers.

Slayers are almost always defilers; preservers usually have too much respect for life so callously to end it. Among elves, these wizards often combine with the fighter or thief classes. Half-elf slayer/bards make for a most dangerous combination. Elves, half-elves, and humans can select to follow the dark path of the slayer. Aarakocra wizards would never take on this role.

Slayers may not be of good alignment; most tend toward some aspect of neutrality, though the worst among them are evil.

Recommended Weapons: None.

Recommended Non-weapon Proficiencies: Disguise, etiquette, herbalism, intimidation, literacy, mental armour, spellcraft.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Spell concealment.

Equipment: Standard.

Special Benefits

Patron: A slayer starts play with a patron, a specific noble or merchant lord who retains his services. This translates into help when the slayer is within the patron's sphere of influence, a ready supply of resources while in the patron's good graces, and a contact to exploit when involved in his own adventuring endeavours.

Special Hindrances

Obligations: The slayer must perform at least three assassinations for his patron in a given year. When a slayer agrees to a job, he must concentrate on that job until he gets it done. Otherwise, he may find himself the object of a chasseur hired to cancel his contract.

Untrustworthy: Because slayers are even more despised and feared than other defilers, a slayer always runs the risk of being revealed for what he is. Even a patron or client may turn on him, and he never knows whom to trust. Consequently, slayers learn to sleep with one eye open and a spell on their lips.

Wealth Options: Standard.

Tribal Wizard

The tribal wizard is a spellcaster who comes from a small tribal group. Mysterious and often feared, they nonetheless exert great influence in their communities.

Within their communities, tribal wizards are respected and feared. Those in need go to the tribal wizard for assistance or advice. Tribal wizards usually have some standing in the community as leaders, advisers or council members. Some require gifts or favours in return for their services, but most are content to serve their group and live freely as an acknowledged spellcaster.

If the tribal wizard is also a priest, or if there are no clerics within the community, he or she acts as a sort of medicine man to the group. In this capacity, the tribal wizard may give advice and counsel, oversee the training of children, act as a community healer, keep the tribe's lore, cast needed spells to help the group, and perform any rituals the tribe may have evolved for daily and special ceremonies. They may participate in negotiations with traders, using their spells to gauge how far and how long haggling will be of use.

They may also arrange marriages and perform rites of birth, death, and fertility to benefit the community. Tribal wizards plan raids against caravans and use their spells to assist the raiders when they attack.

The well-being of the tribe or village is the most important thing to a tribal wizard. Though he is there to provide his skills to the community, he is also a task master who doesn't believe in coddling his tribe members. He uses his healing skills when absolutely necessary and saves his magical contributions for tasks worthy of them. He considers the present and future needs of the tribe when making any decision – including when to use his magic.

As an adventurer, the tribal wizard travels to aid his tribe in some fashion, whether to obtain a needed ingredient to cure a tribal epidemic or to arrange a trade agreement for his community.

Some tribal wizards adventure because they've lost their tribes to disease or raiders or some other calamity. These wizards are usually somewhat distant and seem lost at first. It is usual for such wizards to eventually adopt their adventuring party as their new tribe. Though they then travel with their new tribe, they often just go along with whatever adventure their fellows engage in simply to remain with them.

After some time, however, they begin reasserting themselves, seeking to reclaim their old position of respect within the group. Tribal wizards who do not receive the respect of their traveling companions may attempt to intimidate their fellows with knowledge of their potential powers. If this fails to impress the group, the tribal wizard usually leaves them as soon as he has the chance and seeks out more worthy companions.

Whether born into a small group such as a tribe of elves or part of a community of ex-slaves, tribal wizards are devoted to their fellow tribe members above all else. Many tribal wizards are multi-classed, combining the tribal wizard kit with the cleric or psionicist class.

Tribal wizards must come from some small, contained group – an actual tribe of elves or aarakocra, a slave tribe, or a very small wilderness community. They may be either preservers or defilers, though if there is more than one tribal wizard in their community, all must be defilers or all preservers; the two paths don't mix. Tribal wizards must have a Wisdom score of at least 14 since they act as advisers to their communities. They may be of any non-chaotic alignment so long as it doesn't conflict with their path as a preserver or defiler.

Recommended Weapons: All tribal wizards use a staff as their emblem of office. Whether made from a huge bone or actually carved from some tough plant, the staff is always decorated with something special – a clutch of feathers, a chunk of obsidian, an oblong crystal, strips of leather, a strange skull, or bits of fur. Aside from serving as the wizard's emblem, this is also his primary weapon. Other weapons appropriate to wizards may be gained as he rises in level.

Recommended Non-weapon Proficiencies: Bargain, craft (bookbinding, brewing), healing, herbalism, intimidation, mental armour, prestidigitation, spellcraft, teaching.

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Survival.

Equipment: Standard.

Special Benefits

Tribal Insight: Because the tribal wizard is concerned with the activities of the tribe members and expends effort in keeping track of their thoughts and desires, he receives an *ESP* spell free once per day. This spell doesn't count against his total, nor does he need to have it in his spell book. He must have a material component for the spell which either belongs to the subject of the spell or is associated with the subject. He keeps relics belonging to tribe members for such purposes.

Tribal Support: Tribal wizards openly practice magic in their communities and are not hated or rejected for doing so, though they may be feared or revered. They are accorded the respect of their community and provided with all they need for a comfortable life. The wizard need not hunt, gather food, or produce any wares to maintain his household. The tribe believes in freeing the wizard from mundane tasks so that he may spend his time providing for the needs of the tribe as a whole.

Special Hindrances

Arcane Naivety: The tribal wizard is used to openly casting his magic in his home community and may, therefore, not be careful enough about concealing his actions elsewhere. Tribal wizards are forbidden to start play with the spell concealment proficiency. They may only take this proficiency after visiting a larger town or city where mages are hated and feared. Once he has seen other wizards concealing their gestures, he may take this proficiency (provided he has a slot to do so).

Lone Wanderer: Tribal wizards are tied to their communities. If their tribe is wiped out or taken as slaves, the wizard is at a loss for about four months until he learns to cope. During this time, he suffers a –2 to Wisdom and Charisma as he searches for companions to become his new tribe and unquestioningly goes where they go and assists them. After that time, as he grows used to them, he may reassert his own personality.

Suspicion: Suspicious of strangers, tribal wizards are initially stand-offish. They suffer a +2 penalty to reaction when meeting strangers. This penalty is reduced to a +1 if they are meeting strangers in some official capacity as a representative of their community.

Wealth Options: Tribal wizards receive only (1d4+1) x 15 cp to start as their tribe provides for their upkeep.

Veiled One

A loyal member of the Veiled Alliance, the veiled one has learned all he knows of magic from his contacts within the organisation. He is part of a network of preservers and psionicists who assist each other and carry out a secret agenda of working for change on Athas. The veiled one is an urban character, skilled in intrigue and espionage.

Veiled ones often adopt disguises, aliases, and other diversionary measures to maintain their secrecy. Wizards are feared and despised all over Athas, and many lose their lives to the angry reactions of the common people. Above all, veiled ones fear the sorcerer-monarchs and their templars.

The veiled one is a revolutionary in a brutal police state. Above all, he maintains his secrecy. Second to the goal of survival, he tries to advance the agenda of the Alliance. The Veiled Alliances of the cities each vary in their organisation, strength, and aggressiveness; some are so powerful they barely disguise their movements, and others have been decimated by the strikes of the local monarch's templars.

The DM must carefully develop the scenario for the PC's chapter of the Alliance, as well as contacts for the PC in the Alliance.

Recommended Weapons: Small, easily concealable weapons are preferred by veiled ones. They may choose from blowgun, knife, dagger, sling, wrist razor – see Special Benefits below.

Recommended Non-weapon Proficiencies: Knowledge (ancient history, local history), language (sign), reading lips, spellcraft. Veiled ones are also required to select at least one craft proficiency relative to their cover identity (for example, carpentry, cobbling, leatherworking, pottery).

Bonus Weapon Proficiencies: None.

Bonus Non-weapon Proficiencies: Disguise, literacy, spell concealment.

Equipment: Veiled ones are required to purchase any equipment necessary to their cover identity. A wizard posing as a potter should have a wheel, clay, and a workshop; a wizard posing as a carpenter needs a set of tools, etc. The DM should decide on the amount of equipment necessary to establish a cover, but be guided by the information under the craft non-weapon proficiency in the **Campaign Guide**.

Special Benefits

Alliance Arcana: A veiled one enjoys access to the spells and research of other wizards. He has tutors available to instruct him when he advances in level, he can obtain spell components, and he can pass along his own findings to other wizards in need. Every time a veiled one gains a level, he may automatically add one new spell to his spellbook.

Alliance Network: The veiled one has a network of information gatherers and accomplices in place through which he can arrange for safe houses or similar assistance. No matter how much trouble he is in, the character can hide for up to three days with no possibility of the sorcerer-monarch's forces finding him.

For each day after the third that the veiled one holes up, there is a 10% chance that the character's whereabouts are discovered. To effectively hide, a character must not leave his haven or attempt to contact anyone outside of his shelter. Doing so increases the chance of his being spotted to 50% per day. The veiled one can include one companion per three levels in his hiding place.

Instead of holing up, the character can leave the city. Arranging transport requires 1d3 days, during which the character hides; then the veiled one may be smuggled out of the city. There is a base 80% chance of success, but the DM may modify this for the intensity of the search and other similar factors.

Cover Identity: The character has a cover identity that allows him to move around the city and interact with others as a law-abiding citizen. The cover is complete unless the character casts a spell in the sight of others or takes some other action that would arouse suspicion.

As noted above, the character's cover identity that must be carefully maintained. As a rule of thumb, the character must spend half of his time playing the part of his cover – making pots, buying and selling goods, or whatever.

A character who neglects his cover (poor potters taking long trips and returning with great wealth, merchants missing opportunities to purchase goods cheaply, etc.) runs the serious risk of becoming outlawed – see Hindrances below.

Expanded Weapons: Veiled ones may become proficient in blowgun and wrist razor for one weapon proficiency slot each, instead of the usual two.

Special Hindrances

Alliance Obligations: A veiled one must honour requests for assistance from his fellow veiled ones. From time to time, the character is called upon to perform jail breaks, to test prospective new members for hints of defiler magic, or to hunt down and kill wizards attempting to leave the Alliance. The DM should develop these as very real commitments to the character and give the resolution of these matters a lot of attention. A wizard may not like the idea of blowing his comfortable cover by participating in a prison break, but as long as the wizard is in the Veiled Alliance, he has to be prepared to obey orders.

Outlaw: A veiled one who is exposed is declared an outlaw. Outlawed wizards are among the most sought-after criminals in any city-state. There is a 50% chance per day that the law comes so close to the character that he must hole up or leave the city. Failure to do so guarantees an encounter with a templar sweep for the character. It requires 2d4 months to re-establish a cover after one has been blown.

Wealth Options: Wealth is as normal for a wizard. However, the character may derive a steady income from a well-developed cover profession.

Advanced Beings

Atop the pinnacles of power on Athas stand the advanced beings: dragons, avangions, elementals, and spirits of the land. Commanding awesome magical spells, they have undertaken drastic mental and physical changes. These entities are among the most powerful creatures dwelling beneath the Dark Sun, devoted to either good or evil, foci of dramatic events and epic struggles.

In game terms, some spellcasters leave their human forms behind when they advance beyond 20th level, slowly transforming until, at 30th level, they complete the change into an advanced being. Only defilers, preservers, clerics, and druids may transform into advanced beings, and they walk a long road to attain this goal.

The transformation requires the character to achieve 20th level as both a spellcaster and a psionicist. At this high level, the character abandons the distinction between the two classes through various methods, becoming 21st level in an advanced form.

Each class metamorphoses into a different advanced form. Defiler/psionicists become **dragons**. Preserver/psionicists become **avangions**, extremely delicate creatures of tremendous magical power. Cleric/psionicists can become **elementals**. Having united with the powerful magics of an elemental plane, the cleric slowly eliminates the other elements in their body. And druid/psionicists meld with their **spirit of the land**, becoming part of the living world of Athas itself.

The merging of magic and psionics is key to the transformation of an advanced being. In the case of clerics and druids, the psionic power focuses their faith, allowing the priest to enter into perfect communion with their chosen element or spirit of the land.

For defilers and preservers, this psychic sorcery finds expression in the art of **psionic enchantments** – spells of surpassing power beyond the ken of lesser beings. Defilers and preservers use psionic enchantments to power their transformations into dragons and avangions.

Priests can cast psionic enchantments as well – they just don't need them in order to become an advanced being.

Role-playing Advanced Beings

Advanced beings, as their name implies, have stepped beyond the normal world inhabited by lesser beings. As such, they have different concerns and motivations than other characters. Dragons, for instance, place a great deal of importance on the execution of each *defiler metamorphosis* spell. Picking the location of the casting, gathering the complicated material components, and even the casting of the spell are major events of epic proportions with ramifications for all of Athas. Plus, the periods of savagery that they endure do much to spread the legends of fear surrounding dragons.

Avangions, elementals, and spirits of the land suffer no periods of savagery or mental collapse. On the contrary, an avangion's Wisdom increases (to a maximum of 25) as it gains insight and understanding. As a focus of change and goodness, avangions are rare and unique beings. Avangions and dragons are natural enemies with totally opposed goals.

Though advanced beings are extremely powerful, large numbers of lesser creatures can bring them down. The downfall of the dragons may eventually be their inability to work together, while avangions attract followers by their very nature.

These beings don't normally go adventuring like lesser characters. Advanced beings make history, founding empires or casting them into the dust. They seldom reveal themselves to the populace at large, concealing their existence behind myth or outright lies. Some do so out of a desire for privacy, but most hide their true natures out of pure survival. Other advanced beings are at large in the world and do not hesitate to seek out and destroy any whom they perceive as a rival for power.

Avangion

Ability Requirements: Intelligence 18
Wisdom 17
Constitution 15
Charisma 16

Avangions are beautiful, delicate creatures. Preserver/psionicists who have undergone a wondrous transformation, they emerge like butterflies from cocoons to become the crowning achievement and ultimate expression of good on Athas.

For the preserver, becoming an avangion is the ultimate goal. The human who wishes to become an avangion undergoes a 10-step metamorphosis, emerging as a shining, fragile creature that looks much like a gossamer-winged butterfly. This process is also extremely painful, but the avangion gains in Wisdom rather than falling prey to savagery.

The process is begun when the preserver/psionicist reaches 20th level in both classes and decides to pursue the path of transformation. When he earns enough experience points to reach 21st level as a wizard, he casts the *preserver metamorphosis* psionic enchantment. His experience point total is reset to zero and he becomes a first-stage, 21st-level avangion.

If the *preserver metamorphosis* spell is interrupted or the caster deviates from the steps outlined, he doesn't die. Instead, his experience points are lowered to the minimum necessary for his last level.

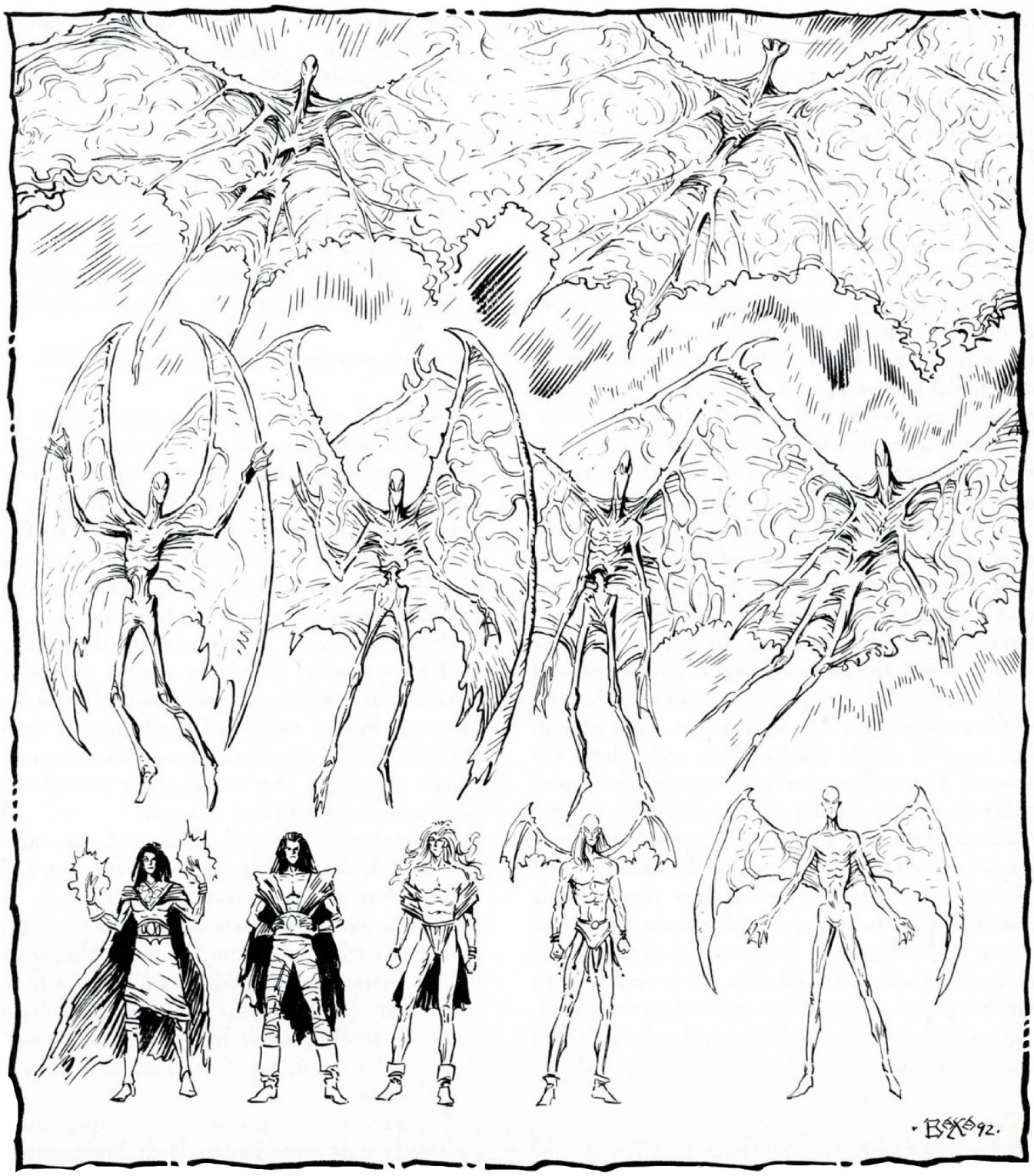
Regardless of level, an avangion makes its saving throws as a 21st+-level wizard. Points from the Hit Dice rolled add to the avangion's hit point total; Constitution modifiers are added per die rolled.

The *preserver metamorphosis* spell sometimes calls for a period of isolation for the caster. If the spell is successful, the avangion returns to its companions in the next step of the conversion, each time closer to its magnificent final form.

21st-Level Avangion: This first stage of the change from human to avangion is subtle. Physical appearance changes only slightly – more noble facial features and a silver or golden sheen to the eyes. Natural Armour Class increases to 11. The process grants 10% magic resistance. The avangion is immune to the effects of age and will never die of natural causes. Avangions gain four spell-like abilities that are permanently active: *tongues*, *know alignment*, *ESP*, and *detect lies*.

22nd-Level Avangion: At this level, the skin takes on the metallic glow of the eyes and the hair turns bright white, but the character is still quite human in appearance. AC improves to 12. Magical resilience gives magic resistance of 15% and immunity to weapons that aren't of +1 enchantment or better.

23rd-Level Avangion: Any concealment of the character's true form is lost with this level and the sprouting of gossamer wings from the back and shoulders. The wings themselves, filmy and nearly transparent, span only a few feet and are not yet strong enough to support the avangion in flight. The avangion's eyes become bright silver at this stage, and the skin glitters in the sunlight. The avangion's natural Armour Class improves to 13 and its innate resilience improves magic resistance to 20%.



Avangions Table

Experience Points	Level	Hit Dice (d4)	Attack Bonus	Abilities	Spells 1	2	3	4	5	6	7	8	9	10
0	21	20+10	+10	AC 11, *detect lies*, *ESP*, immortality, *know alignment*, MR 10%, *tongues*,	5	5	5	5	5	4	4	4	2	1
375,000	22	25+10	+10	AC 12, MR 15%, resilience (+1)	5	5	5	5	5	5	4	4	3	1
750,000	23	29+10	+11	AC 13, MR 20%	5	5	5	5	5	5	5	5	3	2
1,125,000	24	32+10	+11	AC 14, MR 25%, resilience (+2)	5	5	5	5	5	5	5	5	4	2
1,500,000	25	35+10	+12	AC 16, fly 24 (A), MR 30%	5	5	5	5	5	5	5	5	5	2
1,875,000	26	39+10	+12	AC 18, fly 36 (A), MR 40%, resilience (+3)	6	6	6	6	5	5	5	5	5	3
2,500,000	27	44+10	+13	+1 Wis, AC 20, immaterial, MR 50%, resilience (+4)	6	6	6	6	6	6	6	5	5	3
3,600,000	28	50+10	+13	+1 Wis, AC 22, aura (90'), fly 48 (A), MR 60%, resilience (+5)	6	6	6	6	6	6	6	6	6	3
4,800,000	29	58+10	+15	+1 Wis, AC 25, aura (150'), MR 70%	7	7	7	7	6	6	6	6	6	4
6,400,000	30	68+10	+15	+2 Wis, AC 26, aura (200'), fly 60 (A), MR 80%	7	7	7	7	7	7	7	6	6	4

24th-Level Avangion: Now well on its way to true avangion form, the character's human appearance begins to fade. All hair vanishes from the body and its existing wings broaden to a 15 -foot span. The avangion's natural Armour Class improves to 14, and its magic resistance becomes 25%. It can now only be hit by weapons of +2 or better enchantment.

25th-Level Avangion: With this level the avangion's human form decreases drastically, dwarfed by the wispy folds of its wings, which can now extend to a 20-foot span and allow a flight speed of 24 (A). The character's jaw retracts and its eyes grow on its oval head. Webs of filmy wing-like material form between its arms and torso and its fingers and toes. Armour Class becomes 16, and magical resistance rises to 30%.

26th-Level Avangion: The avangion becomes a far more mobile yet graceful creature. Its incredible, shining wings now span up to 40 feet, with its central body beginning to vanish into their folds. The avangion's fly speed increases to 36 (A), its AC rises to 18, magic resistance becomes 40%, and only magical weapons of +3 or better enchantment cause it damage.

27th-Level Avangion: The character's original human form is nearly lost. Its arms and legs grow far thinner and can no longer wield hand-held weapons, make physical attacks of its own, or support its weight. Instead, the avangion floats and flies at all times; its wings now span 50 feet when fully extended. The avangion's increasingly magical nature gives it AC 20, 50% magic resistance, and immunity to weapons of less than +4 enchantment. Enlightenment associated with its incredible power gives a +1 bonus to its Wisdom score.

28th-Level Avangion: The avangion first takes on its aura at this level, a brilliant radiance that extends 90 feet in all directions. The aura acts as a permanent *protection from evil* spell and *dispels* all magical darkness within it. The avangion now has only a torso and head, limbs nearly lost in the endless folds of its gossamer wings that now span 65 feet and grant a fly speed of 48 (A). Only +5 weapons can strike the avangion's physical form. AC improves to 22 and magic resistance climbs to 60%. At this level, the avangion receives another +1 bonus to Wisdom.

29th-Level Avangion: The aura grows to a 150' radius. In addition to previous effects, the aura acts as a *ray of enfeeblement* on all evil creatures within it. AC improves to 24 and magic resistance to 70%. Physically, the avangion grows still more. Its wings, now with an 80-foot span, nearly envelop its torso and head. From a distance it appears as a cloud of interwoven wings. The avangion's Wisdom increases by a further +1.

30th-Level Avangion: Now in its final form, the avangion' s cloud of overlapping wings can extend to 90 feet. The incredible aura extends to a 200' radius and, in addition to existing effects, acts as a permanent *globe of invulnerability*. Flight increases to 60 (A), Armour Class to 26, and magic resistance to 80%. At its final stage of transformation, the avangion gains an additional +2 points of Wisdom.

Avangions and Psionics

As it advances, an avangion character retains all psionic powers it had previously and gains more. With every level advancement, the avangion gains additional psionic powers as a psionicist of the same level. It also gains PSPs for every level advancement and bonus psionic strength points for high Intelligence at each level, just as described in the **Campaign Guide**. Effectively, a 21st-level avangion is also a 21st-level psionicist, etc.

Avangions and Magic

As there have never been any fully transformed avangions known to exist, no magical items affecting them have yet been created.

Avangions do not need obsidian orbs or other foci when casting psionic enchantments. Because they are preservers, avangions do not defile when casting psionic enchantments, and those near them do not suffer any ill effects.

Dragon

Ability Requirements: Intelligence 18
Wisdom 16
Constitution 15

Dragons are defiler/psionicists who have undergone a transformation process that makes them far more powerful than they could ever be in their human form. Out of an all-encompassing lust for power, they have abandoned their original humanity, undergone horribly painful physical alterations, from which they emerge as the ultimate expression of evil, greed, savagery, and selfishness on Athas. An Athasian dragon is a force of nature, rightly feared by all who so much as hear its name spoken.

Becoming a dragon requires that the defiler/psionicist choose to walk the path of change and undergo a lengthy metamorphosis as he rises from 20th to 30th level. This choice is made once the character reaches 20th level in each class and is a 10-step process. It begins when the defiler earns enough experience points to reach 21st level as a wizard and first casts the *defiler metamorphosis* spell. This powerful psionic enchantment starts the character's transformation. The defiler's experience points are reset to zero and, if he survives the spell, he is now a first-stage, 21st-level dragon.

During each stage, the defiler's form changes, soon becoming unrecognisable as human. The figure undergoes tremendous growth and acquires great mass. Scales and wings form, the dragon gains a devastating breath weapon, and undergoes a period of murderous savagery, often rampaging across the land before regaining his senses.

The material components, casting times, and other factors governing the casting of *defiler metamorphosis* appear with its description in **Chapter Nine: Psionic Enchantments**. Any divergence from the precise letter of the spell description or any interference with its casting results in the failure of the spell and the death of the caster. Even if the spell is cast perfectly, survival is not assured. Each stage of the metamorphosis is extremely painful, and the dragon must pass a system shock roll at each stage or die in the process.

Regardless of level, a dragon makes its saving throws as a 21st+-level wizard. Points from the Hit Dice rolled add to the dragon's existing hit point total; Constitution modifiers are added per die rolled.

21st-Level Dragon: A dragon who completes the first in the series of ten alterations to its physical form doubles in mass to 350 pounds. The dragon may retain its original height and simply gain bulk, may grow as tall as 8 feet, or may simply grow more dense. Physical changes are uncontrollable and unpredictable. Though it still retains humanoid characteristics, the dragon's face elongates slightly and its nostrils lengthen. The dragon's spine becomes more pronounced, and rudimentary scales appear on the shoulders and back. The dragon is immune to the effects of age and will never die of natural causes. The dragon also gains the ability to understand and speak any language.

22nd-Level Dragon: Here the dragon's physical form changes still further, increasing to around 450 pounds and as tall as 10 feet. Its face elongates further and the first hints of scales appear on its lengthened snout. The dragon's spine becomes still more pronounced, and the stub of a tail appears.

Dragons Table

Experience Points	Level	Hit Dice (d4)	Attack Bonus	Abilities	Spells 1	2	3	4	5	6	7	8	9	10
0	21	30+10	+9	Immortality, polyglot	5	5	5	5	5	4	4	4	2	1
400,000	22	35+10	+10		5	5	5	5	5	5	4	4	3	1
800,000	23	38+10	+11		5	5	5	5	5	5	5	5	3	2
1,200,000	24	40+10	+12	AC 16, claws (2d10), MV 15	5	5	5	5	5	5	5	5	4	2
1,600,000	25	42+10	+13	AC 20, bite (4d12), resilience (+1)	5	5	5	5	5	5	5	5	5	2
2,000,000	26	45+10	+15	AC 22, claws (2d10+5), jump 6	6	6	6	6	5	5	5	5	5	3
3,000,000	27	48+10	+17	AC 24, breath (10d12), burrow 6	6	6	6	6	6	6	6	5	5	3
4,200,000	28	52+10	+19	AC 26, claws (2d10+10), MR 20%, resilience (+2), tail (5d10)	6	6	6	6	6	6	6	6	6	3
5,600,000	29	56+10	+21	AC 28, breath (20d12), fly 18 (C), MR 40%	7	7	7	7	6	6	6	6	6	4
7,200,000	30	61+10	+23	AC 30, breath (25d12), claws (2d10+15), fly 45 (A), MR 80%	7	7	7	7	7	7	7	6	6	4

23rd-Level Dragon: The dragon grows to around 650 pounds and gains another foot in height. All limbs lengthen drastically, including fingers and toes. The dragon's neck also lengthens, lifting its now reptilian head and face far above its shoulders; all hair vanishes.

24th-Level Dragon: The dragon's humanoid origins can hardly be recognised. Its weight increases to nearly 900 pounds and it can be as much as 12 feet long. Tough scales, now everywhere but the underbelly and the underside of its limbs, grant a natural Armour Class of 16. The legs become strikingly inhuman, developing huge thighs and a hard-angled bony calf and taloned foot. At this level the dragon may also hunch severely at shoulder and waist, and can move either upright or on all four limbs at a rate of 15. Its wicked claws give two attacks per round, dealing 2d10 damage each.

25th-Level Dragon: Now fully 12 feet long from snout to growing tail, the dragon weighs around 1,600 pounds. Its scales give AC 20 and now have a magical resilience that allows only weapons of +1 or better enchantment to hit. The dragon's jaws protrude remarkably, allowing a bite attack that inflicts 4d12 damage. The dragon enters a period of uncontrolled savagery known as its "animalistic period" (described below).

26th-Level Dragon: By this time, the 2,000-pound form is completely hunched but can still stand erect at its full 16-foot height at times. Scales have improved to AC 22. The hind legs have strengthened, allowing a jump speed of 6. Claws now inflict 2d10+5 damage.

27th-Level Dragon: With this new level, the dragon nearly doubles its weight to 4,000 pounds (2 tons) and a length of 20 feet. Its armour improves to AC 24. With the progressing metamorphosis, it can now use its breath weapon, a cone of superheated sand 5' wide at its base, 50' long, and 100' in diameter at the far end, inflicting 10d12 damage.

28th-Level Dragon: The dragon's weight increases to 10,000 pounds (5 tons), and its length reaches 25 feet, mostly due to its full-grown tail, which can strike for 5d10 damage. It's claws now deal 2d10+10 damage each. Hide and scales lend it AC 26 and immunity to weapons of less than +2 magical enchantment. The dragon gains a natural magic resistance of 20%.

29th-Level Dragon: The dragon is 30 feet long and 20,000 pounds (10 tons). Wings sprout, but only give a Fly speed of 18 (C). Armour Class improves to 28 and magic resistance to 40%. The breath weapon now inflicts 20d12 damage. At the end of this stage, the dragon's animalistic period draws to a close, and cold cunning and reason once again take control.

30th-Level Dragon: This final stage of the metamorphosis leaves the humanoid form completely behind in favour of a pure dragon, 40 feet long and 50,000 pounds (25 tons). Its wings are fully developed, allowing 45 (A) flying movement. Scales give AC 30 and magic resistance of 80%. Claw attacks improve to 2d10+15 damage each, and the breath weapon reaches its maximum of 25d12 damage.

Dragons and Psionics

As it advances, a dragon character retains all psionic powers it had previously and gains more. With every level advancement, the dragon gains additional psionic powers as a psionicist of the same level. It also gains PSPs for every level advancement and bonus psionic strength points for high Intelligence at each level, just as described in the **Campaign Guide**. Effectively, a 21st-level dragon is also a 21st-level psionicist, etc.

Dragons and Magic

Dragons must have a unique focus for their psionic enchantments: obsidian orbs. An obsidian orb is not inherently magical, but without one, the dragon cannot cast psionic enchantments.

Orb creation: The obsidian orb must be crafted perfectly, without flaws, using the craft (gem cutting) non-weapon proficiency. Locating a specimen of raw obsidian that can be so worked is often difficult. Once located, a craftsman must take special care in preparation to make a perfect sphere of shining obsidian. Typically, even with slave labour, a dragon must expend 1,000 cp or more to create a perfect specimen. The finished orb is 1d20 inches in diameter.

Next, the dragon itself must activate the orb. The orb is not enchanted, but is psionically linked to the dragon in a single ritual. The dragon must swallow the orb and let it pass through its body, taking one to three days. When it emerges, the orb is activated for that dragon only. With it the dragon can cast psionic enchantments.

When casting the first *defiler metamorphosis* spell, the ambitious defiler need not have an obsidian orb. However, creating one may very well be its first act on becoming a 21st-level dragon. A dragon can create any number of obsidian orbs. Rarely is a dragon without an orb. However, before reaching a new level, the dragon must swallow all existing activated orbs as part of the material component for the *defiler metamorphosis* spell. He may not carry any obsidian orbs over into the next stage of his metamorphosis, even if they were never used during the previous stage. Should he wish to use 10th-level spells at his new level, he must prepare more orbs as foci.

Lack of an orb does not interfere with the dragon's psionic abilities or its ability to cast spells of 9th level or below.

Defiling psionic enchantment: Dragons are defilers and they follow the rules for defiling when casting psionic enchantments, as described in **Chapter Nine**. For convenience, relevant information is repeated here.

In addition to defiling the terrain as if casting a 9th-level spell, a 10th-level defiling spell also affects all living creatures (except the caster) within 30 yards of the caster. These creatures take 1d6 damage for every level of the caster above 20. This damage cannot be naturally healed, though magical healing repairs it.

The affected creature has effectively had a portion of its living tissue turned to ash. The ash is distributed evenly throughout its body; if more than half the victim's hit points are lost to defiler magic, much of its skin falls away as ash. If the victim is reduced to zero hit points, its entire body is turned to ash and it is killed. No character killed in this way can be resurrected.

Magic vs. Dragons

Certain magic items affect dragons, described below.

***Potion of Dragon Control*:** Athasian dragons are not divided into different colours and metals. If such a potion fruit as this is found, it is effective against any dragon. The dragon receives a save vs. spells at –2 to avoid the effects. The potion's control lasts 5d4 rounds.

***Scroll of Protection from Dragon Breath*:** This scroll functions as stated in the **Dungeon Master's Guide**.

***Sword +2, Dragon Slayer*:** On Athas, the sword functions against any dragon, regardless of its level.

The Animalistic Stages

From 25th through 28th level, the ascending dragon goes through a terrible rampaging period. Reason is often superseded by a lust for destruction. Vegetation and animals that do not directly serve the dragon's purpose are targets for its unending wrath, laid waste in its quest for power and advancement. The savage destruction comes of the incredible pain that wracks its body during these final stages of metamorphosis. No longer human but not yet dragon, its need to end the process nearly drives it mad.

Each month, the dragon saves vs. death magic with a penalty based on the stage it's currently in (–1 at 25th, –2 at 26th, –3 at 27th, –4 at 28th). If the save is successful, it can control its savage urges. If not, it becomes a near-mindless beast until the next month (and another save attempt).

Elemental

Ability Requirements: Wisdom 15
Constitution 15

The elemental clerics of Athas dedicate themselves to the service of air, earth, fire, and water, or to the paraelements of magma, rain, silt, and sun. At the highest levels of power, these clerics can transmute that faith into union with their chosen element, and become one of the elementals.

The decision to follow this path is made when a cleric reaches 20th level. If he is also a 20th level psionicist, he can use his psionic strength to hone his dedication to the elements and power his transformation.

Once the character has made the decision to pursue transformation to elemental form, he continues to gain experience through 20th level as a cleric. When he reaches 2,925,000 experience points, that total is reduced to zero and he becomes a 21st-level elemental.

An cleric need not cast a special spell to begin his transformation or attain each progressive level as an elemental. The exact elemental form taken is that of the original cleric's focus of worship. For example, an earth cleric transforms to an earth elemental, and an air cleric becomes an air elemental. The discipline necessary to specialise in one form of elemental magic prohibits crossover from one elemental form to another.

Character elementals continue to age while in human form. While they are in elemental form, time has no effect. Once the character reaches permanent elemental form at 30th level, time will not hinder his physical abilities.

Regardless of level, an elemental makes its saving throws as a 19th+-level cleric. Points from the Hit Dice rolled add to the elemental's hit point total; Constitution modifiers are added per die rolled.

Making the Change

A character elemental must assume his elemental form exactly once per day, no more or less. Lower-level elementals retain human form for all but a short period each day. Higher-level elementals can only retain human form for half the day or less. At 30th level, the elemental can never assume human form again. Once he attains 30th level, the cleric permanently transforms into an elemental being.

From Human to Elemental: The character must decide when during the day to take on elemental form. For this purpose, a day begins and ends at midnight. If the character fails to decide, he transforms at the last moment possible. So a 24th-level cleric who hasn't transformed earlier does so two hours before midnight.

Transformation takes one round, during which the character becomes ethereal. Only weapons that can affect ethereal bodies harm it – for those weapons, use the character's human defences (Hit Dice, Armour Class, magical protections, etc.). The elemental cannot perform any other action during that round.

Hit Dice: Each time the character assumes elemental form, the player must roll its Hit Dice to determine current elemental hit points. At some levels, the character is entitled to Hit Die rerolls for certain numbers.

From Elemental to Human: After the character has spent the entire duration in elemental form, they return to their mortal form. The transformation takes one round, during which the character can take no other action. The character becomes ethereal for the round, so attacks that don't reach into the Ethereal Plane cannot harm him. Those attacks that can penetrate the Ethereal Plane must be targeted against his elemental form (Hit Dice, Armour Class, magic resistance, etc.). Once the transformation is completed, the character reverts to his original human hit points.

Damage in Either Form: Damage taken in one form is erased after transformation. A character in human form whose hit points drop to 1 still rolls new hit points for the elemental form. On the return to human form, he is completely healed of damage. A character reduced to 0 hit points in either form has been killed, however.

Elementals and Psionics

As it advances, an elemental retains all psionic powers it had previously and gains more. With every level advancement, the elemental gains additional psionic powers as a psionicist of the same level. It also gains PSPs for every level advancement and bonus psionic strength points for high Intelligence at each level, just as described in the **Campaign Guide**. Effectively, a 21st-level elemental is also a 21st-level psionicist, etc.

Summoning, Controlling, Stealing

Normally, a character elemental cannot be summoned, but it can be controlled, and that control can be stolen. A spell could be devised that specifically targets the elemental, although no such spells currently exist.

Devices exist, however, that can control or govern the actions of cleric elementals. Only magical items can be used to control character elementals.

Bowl Commanding Water Elementals, *Brazier Commanding Fire Elementals*, *Censer Controlling Air Elementals*, and *Stone of Controlling Earth Elementals*: When properly employed, these devices can control a character elemental of the appropriate type. The character saves vs. spells to ignore the effects. Otherwise, it is controlled, just as described in the **Monstrous Compendiums**. Once freed , the character can attack or ignore the controller as it wishes.

Ring of Elemental Command: Rings attuned to the character's elemental plane can be used to full effect against it. The ring wearer can be held at a 5' distance or even possibly *charmed*.

Scroll of Protection against Elementals: Characters can be affected by such scrolls as noted in the **Dungeon Master's Guide**.

Summoning Other Elementals

A character elemental gains the ability to summon lesser elementals at 26th level, standard elementals at 28th level, and greater elementals at 30th level.

Lesser Elementals: The character gains the special ability *conjure lesser elemental*, identical to the spell of the same name. It may use this ability once per day for every level above 25th.

Standard Elementals: The character gains the special ability *conjure elemental*, identical to the spell of the same name, once per day per level above 27th.

Greater Elementals: The character gains the special ability *conjure greater elemental*, identical to the spell of the same name, once per day.

These elementals are automatically controlled, and their control cannot be stolen from the character elemental. They obey the character's every thought while on the Prime Material Plane.

Urgent Elemental Business

The highest level character elementals (27th to 30th level) are powerful enough to be important personages on their elemental plane. Therefore, from time to time, those planes call for their services, and they must return and remain there until their business is concluded.

Every 60 days, the DM rolls 1d20 for every character elemental. A roll of 1 indicates that the elemental's services are called for on its home plane. Any other roll means the character can continue on Athas unmolested.

A character elemental who is called away has 5d6 days to report. It is gone from Athas for 1d100 days. If the DM or player does not wish to play out the elemental's activities on the elemental plane, the DM removes the character from play, and the player uses another character from the character tree.

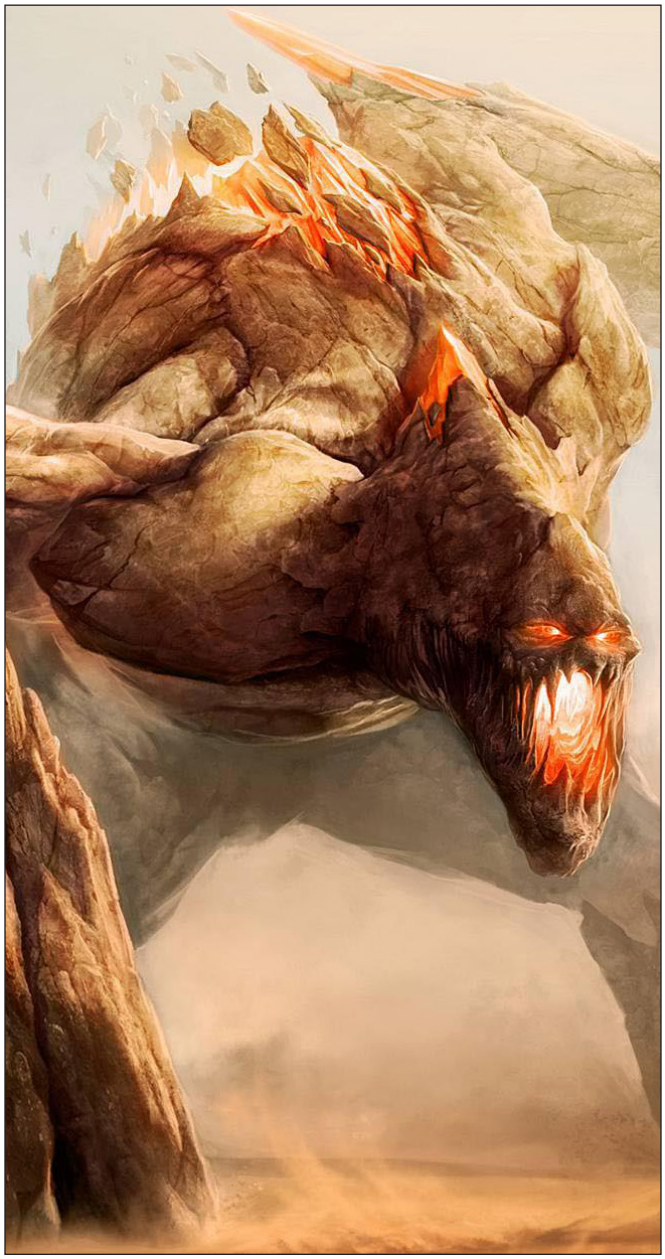
Elementals Table

Experience Points	Level	Hit Dice (d8)	Attack Bonus	Abilities	Spells 1	2	3	4	5	6	7	8	9	10
0	21	11+22	+12	Elemental form (8 HD standard, 1 turn)	9	9	9	9	8	6	2	1	—	—
300,000	22	13+22	+12	Elemental form (12 HD standard, 3 turns)	9	9	9	9	9	6	3	2	—	—
600,000	23	15+22	+12	Elemental form (12 HD standard, 1 hour), reroll 1–2	9	9	9	9	9	7	3	2	1	—
1,000,000	24	18+22	+12	Elemental form (16 HD, standard, 2 hours)	9	9	9	9	9	8	3	2	2	—
1,500,000	25	21+22	+12	Elemental form (16 HD, standard, 4 hours), reroll 1–2	9	9	9	9	9	8	4	3	2	—
2,000,000	26	24+22	+12	Elemental form (10 HD greater, 6 hours), reroll 1–3, summon (lesser)	9	9	9	9	9	9	4	3	2	1
2,750,000	27	28+22	+12	Elemental form (10 HD, greater, 8 hours), reroll 1–4, summon (lesser)	9	9	9	9	9	9	5	4	2	1
3,500,000	28	32+22	+12	Elemental form (14 HD, greater, 12 hours), reroll 1–3, summon (standard)	9	9	9	9	9	9	6	4	3	1
4,250,000	29	36+22	+12	Elemental form (14 HD, greater, 16 hours), reroll 1–4, summon (standard)	9	9	9	9	9	9	7	4	3	2
6,000,000	30	37+22	+12	Elemental form (18 HD, greater, 24 hours), reroll 1–4, summon (greater)	9	9	9	9	9	9	8	4	3	3

Spirit Initiate

Ability Requirements: Wisdom 15
Constitution 15

A spirit of the land is a powerful being that inhabits the various geological features of Athas. They are virtually invulnerable, but they have little direct contact with the world. They prefer to work through the druid who watches over the natural phenomena that they inhabit. Few except druids have ever seen or had any contact with a spirit of the land.



As a druid reaches the heights of druidic power, however, he becomes aware of an opportunity awaiting him: to join with the spirit of the land that inhabits his guarded lands. A druid does not actually become a spirit of the land, rather, he is merged into one. Most of these spirits are the repositories of thousands of years of human experience and wisdom.

Once the druid reaches 20th level, if he is also a 20th-level psionicist, he can fuse his druidic faith with his psychic power and begin the process of joining with his spirit of the land. He continues to gain experience throughout the 20th level. When he reaches 2,925,000 experience points, that total is reduced to zero and he becomes a 21st-level spirit initiate.

As a druid advances to the 30th level, he slowly takes on the physical and mental characteristics of his guarded lands. This is known as melding, and can take years to complete. The druid gains certain characteristics as he transmogrifies.

Regardless of level, a spirit initiate makes saving throws as a 19th+-level druid. Points from the Hit Dice rolled add to the spirit initiate's hit point total; Constitution modifiers are added per die rolled.

Melding

Much like a cleric elemental spends time in elemental form, a spirit initiate spends a certain amount of time each day melded with his spirit of the land. A spirit initiate must meld with his spirit of the land once per day, no more or less. Lower-level initiates retain human form for all but a short period each day. Higher-level initiates can only retain human form for half the day or less. At 30th level, the spirit initiate can never assume human form again. Once he attains 30th level, the spirit initiate is permanently melded with the spirit of the land.

When in this melded state, the spirit initiate can be either material or non-material. Note that taking material form while melded is *not* the same the druid being in his original mortal form when not melding with the spirit of the land.

The initiate must decide when during the day to meld with the spirit of the land. For this purpose, a day begins and ends at midnight. If the character fails to decide, he transforms at the last moment possible. For instance, a 24th-level spirit initiate who hasn't melded earlier in the day does so two hours before midnight.

Spirit Initiates Table

Experience Points	Level	Hit Dice (d8)	Attack Bonus	Abilities	Spells 1	2	3	4	5	6	7	8	9	10
0	21	11+22	+12	AC 20, meld (1 turn), MR 20%, spirit speech	9	9	9	9	8	6	2	1	—	—
300,000	22	13+22	+12	AC 21, meld (3 turns), MR 25%	9	9	9	9	9	6	3	2	—	—
600,000	23	15+22	+12	AC 21, meld (1 hour), MR 30%	9	9	9	9	9	7	3	2	1	—
1,000,000	24	18+22	+12	AC 22, meld (2 hours), minor power, MR 35%	9	9	9	9	9	8	3	2	2	—
1,500,000	25	21+22	+12	AC 22, meld (4 hours), MR 40%	9	9	9	9	9	8	4	3	2	—
2,000,000	26	24+22	+12	AC 23, meld (6 hours), MR 45%	9	9	9	9	9	9	4	3	2	1
2,750,000	27	28+22	+12	AC 23, meld (8 hours), MR 50%	9	9	9	9	9	9	5	4	2	1
3,500,000	28	32+22	+12	AC 24, major power, meld (12 hours), MR 55%	9	9	9	9	9	9	6	4	3	1
4,250,000	29	36+22	+12	AC 24, meld (16 hours), MR 60%	9	9	9	9	9	9	7	4	3	2
6,000,000	30	37+22	+12	AC 25, calling meld (24 hours), MR 65%	9	9	9	9	9	9	8	4	3	3

Melding or returning to mortal form both take one round, during which the spirit initiate becomes ethereal. Only weapons that can affect ethereal bodies harm him – for those weapons, use the character's human defences (Hit Dice, Armour Class, magical protections, etc.). The spirit initiate cannot perform any other action during that round. Entering the melded state or leaving it heals the spirit initiate of all damage.

Material Form

When in material form, the melded spirit initiate takes a form that closely resembles the geographical feature inhabited by his spirit of the land. Thus, a spirit initiate of a rock formation appears as a large rocky elemental, a spirit initiate of a hot spring appears as a column of steaming water etc.

When in material form, the melded spirit initiate can form two massive fists to attack with, dealing 4d8 damage with each. A materialising spirit initiate often surprises its foes, imposing a –4 surprise penalty.

In material form, the melded spirit initiate uses his own Armour Class, hit points, and attack bonus.

Melded spirit initiates in material form are able to use all spells from their elemental sphere as innate abilities with an initiative factor of two. Since they are innate abilities, they cannot be disrupted by the spirit initiate taking damage, and they require no verbal, material, or somatic components. Spells from the Sphere of the Cosmos must be cast as regular spells, however.

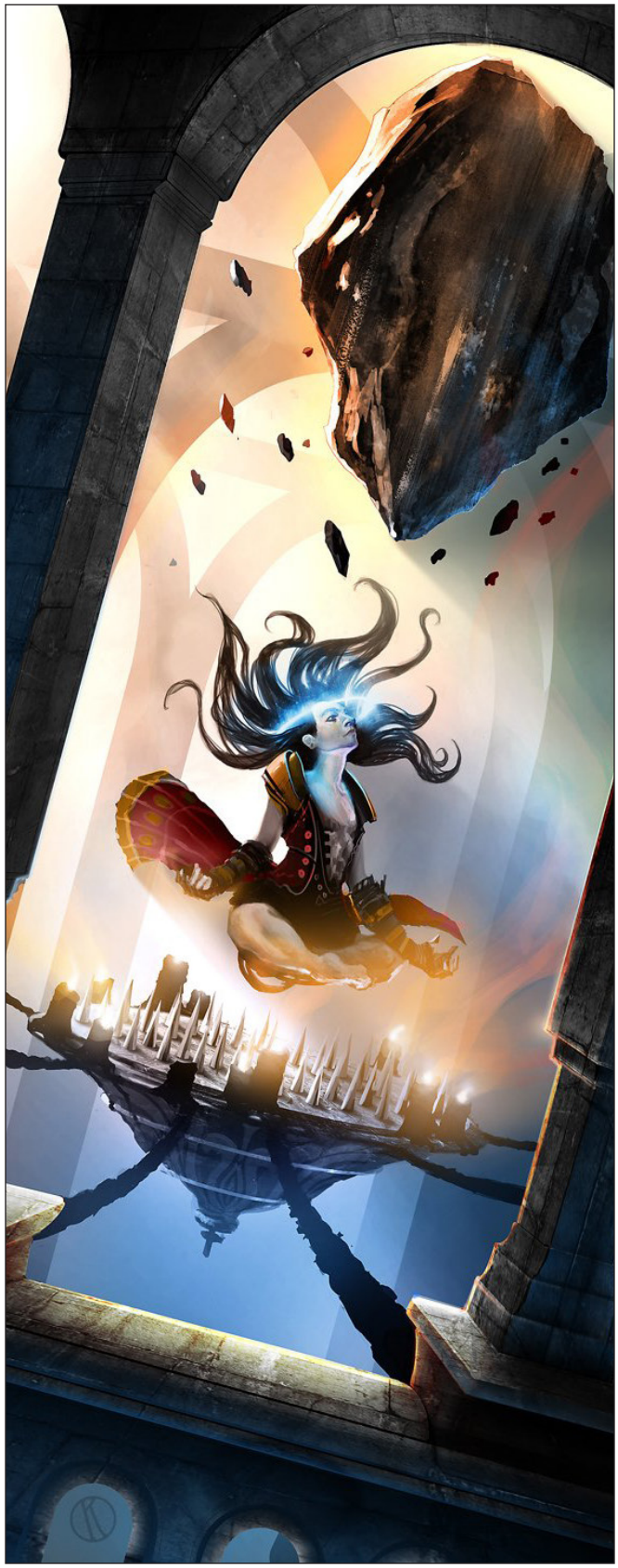
A melded spirit initiate in material form is highly resistant to hostile magic. Initially, they are 20% resistant to most forms of magic, but this rises to 65% as the spirit initiate gains levels. The exception to this is magic from a diametrically opposed sphere. Air spirits have no resistance to magic of the earth sphere, fire spirits have no immunity to water magic, etc.

In material form the melded spirit initiate cannot be killed. He can be brought to zero hit points, which causes him to return to non-material form until that day's period of melding is over. The spirit initiate must spend the next day's melding period in a non-material state. After that day, the melded spirit initiate may assume a material form again. Should a fully melded 30th-level spirit initiate be brought to zero hit points, the druid guarding its geographical feature receives no spells above 2nd level for that day.

Non-Material Form

A spirit initiate in non-material form is totally immune to magic, psionics, or physical attacks. Indeed, in non-material form, the only way a spirit initiate can be harmed is if the natural phenomena its spirit of the land inhabits is utterly destroyed.

In this state, the spirit initiate is in deep communion with the spirit of the land. It knows everything that happens throughout the guarded land. Its connection to the spirit's accumulated wisdom allows a non-material melded spirit initiate to cast *commune* once per day.



21st-Level Spirit Initiate: Although he only spends one turn each day melded with the spirit of the land, a spirit initiate can speak with any creature that inhabits his geographical feature. The spirit initiate's natural Armour Class rises to 20, increasing with every level. Magic resistance, as noted above, begins at 20% but rises with each level attained thereafter.

22nd-Level Spirit Initiate: The initiate's physical and magical connection to the spirit of the land increases further, raising Armour Class to 21 and magic resistance to 25%. The initiate spends half an hour each day in a melded state, either material or non-material.

23rd-Level Spirit Initiate: Now spending an hour every day melded with the spirit of the land, the initiate's magic resistance rises to 30%.

24th-Level Spirit Initiate: With an Armour Class of 22 and magic resistance of 35%, the spirit initiate spends two hours each day melded with the spirit of the land. When taking material form during this period, the spirit initiate gains access to the first of its spell-like powers, depending on the prime element of the geographical feature in which the spirit of the land resides. See below for details. Unless otherwise noted, there is no saving throw against these abilities.

25th-Level Spirit Initiate: The spirit initiate's magic resistance increases to 40% and he spends four hours of every day in a melded state.

26th-Level Spirit Initiate: The spirit initiate's Armour Class rises to 23 and his magic resistance to 45%. Meld time is now six hours per day.

27th-level Spirit Initiate: Magic resistance rises to 50% and meld time to eight hours per day.

28th-Level Spirit Initiate: The initiate gains a major power derived from the primary element in the geographical feature. See below for details. His AC rises to 24 and magic resistance to 55%. The initiate now spends half the day melded with the spirit of the land.

29th-Level Spirit Initiate: With magic resistance at 60% and meld time at 16 hours, the spirit initiate is nearing the end of their mortal existence. Full union with the spirit of the land awaits.

30th-Level Spirit Initiate: The initiate now melds fully with the spirit of the land, gaining AC 25 and 65% magic resistance, and leaving his mortal form behind forever. He can materialise at will in an appropriate elemental form, but his mortal body is no longer available to him.

The spirit initiate is now at one with the spirit of the land, heir to its wisdom and ages of experience. He surrenders guardianship of the geographical feature to another druid, whose guarded lands that feature now becomes. The spirit initiate can now grant spells to that druid, guiding them, protecting them, and watching the newcomer for signs of devout behaviour and suitability... and warning the druid or withholding spells if these characteristics are lacking.

Having completely melded with his spirit of the land, the spirit initiate now usually only takes material form if there is a dire threat to the geographical feature he inhabits or if a matter arises of great personal interest to the spirit. In other cases, he delegates responsibility for mortal matters to the druid who now watches over that feature.

The spirit initiate, now acting as the spirit of the land, can call on any druids who watch over the land he inhabits. See below for details on the form this calling takes, as determined by the primary element in the guarded geographical feature.

Air Spirit Initiates

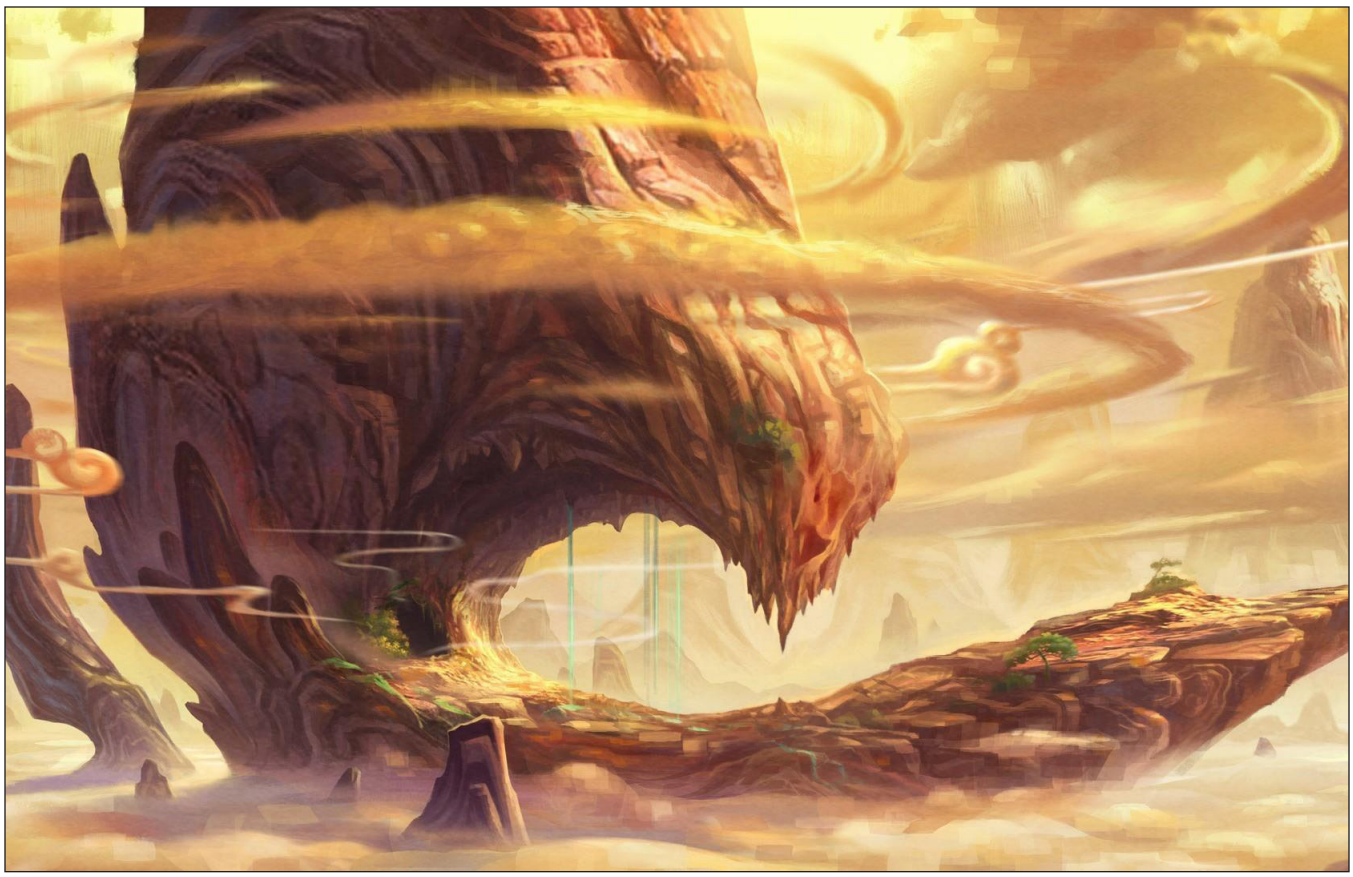
Minor Power: A melded spirit initiate of the air can summon a blast of scouring wind three times per day that deals 10d6 damage to all creatures in a 30-foot radius. The spirit also receives a +2 attack and damage bonus against creatures not touching anything but air.

Major Power: A melded air spirit initiate can gate in air from the Elemental Plane of Air and create a hurricane-force wind once per day, capable of knocking all creatures of less than Gargantuan size down. The wind lasts for up to an hour and can sweep away Medium or smaller creatures, depositing them anywhere within the spirit initiate's guarded lands.

Calling: Spirit initiates of air summon their druids via a *whispering wind* that only their druids can hear.

Earth Spirit Initiates

Minor Power: A melded spirit initiate of earth can gate in earth from the Elemental Plane of Earth three times a day, in the form of an avalanche that does 10d6 points of damage to all creatures in a 30-foot radius.



The avalanche has a 50% chance of burying Medium or smaller targets; buried creatures suffocate unless they are rescued by another creature.

Major Power: A melded spirit initiate of earth can cast *earthquake* once per day The *earthquake* has an effect radius of 100', centred anywhere in the spirit initiate's guarded lands. Large cracks appear in the ground, possibly causing affected creatures to fall in and be crushed to death. The chance that this occurs is 1 in 4 for Small creatures, 1 in 6 for Medium creatures, and 1 in 8 for Large or greater creatures.

Calling: Spirits of earth summon their resident druids by several means. The favourite method is to send a burrowing animal to speak to the druid, although in extreme cases spirits of earth can actually send very faint vibrations through the earth, transmitting a message that only their druid can understand.

Fire Spirit Initiates

Minor Power: A melded spirit initiate of fire can summon a hot, sulphuric wind three times per day. This wind lasts for three rounds and its sulphuric gases are not breathable as normal air and cause choking and gagging to all creatures within 30 feet, incapacitating them unless they save vs. poison every round. This sulphuric wind also dehydrates the victims; each round of exposure has the same effect as though the opponent went a whole day without water. If the opponent does not require air to breathe, say through a *necklace of adaptation* or other magical effect, he is not subject to the choking effect, although the dehydration still occurs.

Major Power: A melded spirit initiate of fire can gate in fire directly from the Elemental Plane of Fire once per day. This appears as a *wall of fire* 400 square feet in size, doing 4d4+20 damage. This fire can move with the target and can follow it anywhere for the full duration of the effect (20 rounds or as long as the spirit initiate concentrates on maintaining it). The fire cannot cross water and cannot harm anyone completely buried in earth. If the opponent takes to the air, the flames merely consolidate and rise higher, following the foe up into the air.

Calling: Spirits of fire communicate with their resident druids by means of a version of the *fire charm* spell. A campfire will dance and form images that can only be interpreted by the spirit's guardian druid. If no campfire is available, they can communicate with the druid by means of images in smoke, or even by altering the reflection of sunlight from a shiny surface.

Magma Spirit Initiates

Minor Power: A melded spirit initiate of magma can summon a cloud of noxious gas three times per day. This cloud lasts for five rounds and deals 1d3 points of Constitution damage to all creatures within 30 feet. Creatures reduced to zero Constitution pass out for 1 turn.

Major Power: A melded spirit initiate of magma can gate in an eruption of magma from the Paraelemental Plane of Magma once per day. This eruption deals 20d6 damage to all creatures within 50 feet. The magma continues to deal 2d6 damage per round thereafter until removed, either by dousing the target in a gallon of water, scraping them with sand for a round, immersing them in water or similar.

Calling: Spirits of magma communicate with their druids by means of drifting clouds of ash that land near the druid to form letters or pictoglyphs that impart the spirit's messages.

Rain Spirit Initiates

Minor Power: A melded spirit initiate of rain can summon a freezing blast of air three times per day. This blast affects all creatures within 50 feet of the spirit initiate. Affected creatures must save vs. spells or be *slowed* for 1 turn.

Major Power: A melded spirit initiate of rain can summon a storm from the Paraelemental Plane of Rain once per day. The storm is 200 feet in diameter, lasts for 10 rounds, and deals 6d6 points of damage to all creatures in its area of effect per round from biting cold, shrieking winds, and blasts of lightning. Creatures immune to cold or electricity reduce damage by half.

Calling: Spirits of rain communicate with their druids by means of sudden bursts of rain that fall from cloudless skies. The patter of the raindrops makes sounds that the druid can interpret as words. All other creatures hear nothing but the rain.

Silt Spirit Initiates

Minor Power: A melded spirit initiate of silt can summon a cloud of silt 30 feet in radius three times per day. The cloud persists, regardless of winds, for 1 turn. All creatures within the cloud are blinded and suffer −4 on all rolls while they remain in the cloud.

Major Power: A melded spirit initiate of silt can summon a dust storm from the Paraelemental Plane of Silt once per day. The storm is 200 feet in diameter, lasts for 10 rounds, and imposes the Gray Death on all caught within it. Affected creatures suffer a −4 penalty on all rolls and start to suffocate. Breathing through a wet cloth (soaked in 1/2 a gallon of water) or filter mask prevents suffocation and halves these penalties. Dust goggles also reduce the penalties by one point.

Calling: Spirits of silt communicate with their druids through swirling clouds of dust. Images appear in the dust to the druid, imparting his spirit's message.

Sun Spirit Initiates

Minor Power: A melded spirit initiate of sun can summon a brilliant flare of sunlight three times per day. The flare of light blinds all creatures within 60 feet of the initiate, imposing a −4 penalty on all rolls for 1 turn.

Major Power: A melded spirit initiate of sun can gate a blast of scorching light directly from the Paraelemental Plane of Sun once per day. The light deals 20d6 damage to all creatures within 30 feet of the initiate and drains them of 2d6 points of Constitution due to heat stroke and dehydration. Creatures reduced to zero Constitution die. Lost points return at the rate of 1d8 per day.

Calling: Spirits of sun communicate through mirages that reveal their messages to their druids in visions.

Water Spirit Initiates

Minor Power: A melded spirit initiate of water is able to animate a tree or large cactus three times per day and use it to attack. The tree uses the spirit initiate's attack bonus and hit points and has an Armour Class of 14. It is able to strike twice a round, for 4d8 points of damage per strike.

Major Power: A melded spirit initiate of water can animate a body of water, causing it to grab an opponent and drag them into the water to be drowned. This requires a successful attack roll, and the victim is allowed a bend bars roll to escape. There is no limitation on how often the spirit initiate can attempt this.

Calling: Spirits of water communicate either through swirling patterns in a pool or oasis.

Spirit Initiates and Psionics

As it advances, a spirit initiate retains all psionic powers it had previously and gains more. With every level, the spirit initiate gains two additional psionic powers. It also gains psionic strength points for every level and bonus psionic strength points for high Intelligence at each level, just as described in the **Campaign Guide.** Effectively, a 21st-level spirit initiate is also a 21st-level psionicist, etc.

Spell Points

Spell points are a variant system for casting spells. Characters are assigned a number of spell points based on their character class and level. When the character prepares his spells, he uses these spell points to purchase the spells he wishes to prepare.

The system presented in this chapter uses spell points as an optional method of handling preserving and defiling magic, as well as for priests channelling the powers of the elements, spirits of the land, or sorcerer-monarchs. The character still casts spells in largely the same way but has more flexibility in how many spells of each level he prepares.

The sections below detail how this system works for wizards, followed by information for elemental priests, druids, and templars.

Wizards

As with the standard spellcasting system, the wizard must be well rested in order to make use of his spell points and have access to his spell books in order to prepare spells. He still may prepare only those spells that he knows and has available at that time. It takes about 10 minutes per spell level to prepare a spell.

The wizard is limited in the maximum spell level he may cast, based on his character level (and possibly his Intelligence score). The wizard is also limited in the maximum number of spells of each level that he can prepare, regardless of how many spell points he has available. See the **Wizard Spell Point Progression** table overleaf.

Selecting Spells

A wizard uses his spell points to choose his spells when he studies his spell books. Most prepare their spells beforehand; if a wizard can prepare two 2nd-level spells, he picks the spells from his spell book (say, *invisibility* and *wizard lock*) and prepares them for casting.

This is referred to as a fixed magick; once chosen, these spells cannot be changed until the wizard casts them and then studies his spell books again.

Wizard Spell Point Progression

Wizard Level	Max. Spell Level	Max. Spells Prepared at Each Level	Spell Points
1	1st	2	4
2	1st	2	8
3	2nd	3	15
4	2nd	4	25
5	3rd	4	40
6	3rd	4	55
7	4th	5	70
8	4th	5	95
9	5th	5	120
10	5th	5	150
11	5th	5	200
12	6th	5	250
13	6th	6	300
14	7th	6	350
15	7th	6	400
16	8th	6	475
17	8th	6	550
18	9th	6	625
19	9th	7	700
20	10th	7	800
21+	10th	8	+100/level

Spell Point Cost per Level

Spell Level	Fixed Magic	Free Magic
1	4	8
2	6	12
3	10	20
4	15	30
5	22	44
6	30	60
7	40	80
8	50	100
9	60	120
10	70	140

A wizard can also designate free magicks. A free magick is one which the wizard does not place a specific spell into. The wizard can use a free magick to cast any spell of the appropriate level that he knows.

Free magicks cost more spell points than fixed magicks. Once the free magick has been used to cast a spell, it is gone, just like a fixed magick.

Bonus Spell Points for High Intelligence

Intelligent wizards can gain a few extra spell points to reflect their superior minds and preparation skills. These spell points can be spent any way the character desires, as long as he doesn't exceed his maximum number of spells per level. See the table below for details.

Bonus Spell Points for Intelligence

Intelligence Score	Bonus Spell Points
9-11	4
12-13	6
14-15	10
16	15
17	22
18	30
19	40
20+	50

Recovering Spell Points

Since spell points in this basic system represent the total spell preparation ability of a wizard character, they are recovered or regained just like spell capability in the standard AD&D magic system. In other words, if a character spends 10 spell points to prepare a 3rd-level spell, those points are "tied up" by holding the spell ready in the character's mind and can't be used to prepare another spell until expended. Spell points used to prepare free magicks are also tied up in the same fashion.

Once a character has cast a spell, the spell points used to hold that magick in mind are gone. The wizard must get a good night's sleep and re-study his spell book in order to regain spell points expended through casting spells.

Exceeding the Spell Level Limit

A wizard character may learn and cast spells of a higher level than he would normally be allowed to know.

Before a character can prepare a spell that's over his head, he has to learn it first. However, when a character is dabbling in matters beyond his depth, his learn spells chance of success is halved for a spell one level higher than he should be able to use, and divided by 10 for a spell two levels higher than the maximum normally allowed. If a character does not succeed in learning the spell at this point, then he can try again at the level that he normally gains the spell.

Under no circumstances can a character learn a spell three levels higher than his normal maximum – it's just too difficult, and he'll have to study his art for a while longer before he can make heads or tails of it. Also, because the spell is so difficult to learn, the wizard must prepare it as a fixed magick.

If the character succeeds in learning the high-level spell, he can then select it normally by using his spell points to prepare it. However, since the spell is extraordinarily difficult for the character, he must pay twice the listed normal fixed magick cost to prepare it.

Casting Spells for Greater Effect

By "overcharging" a prepared spell (fixed magick only) with magical energy, a wizard can achieve results as if he were a wizard of much higher level. The wizard must devote additional spell points to the spell when he prepares it. The price is 50% of the spell's base cost for each additional casting level stored with the spell.

A character can't invest more than four additional levels into a spell, which would increase the cost by 200% above the normal price. Most wizards find it more efficient to gain extra spells rather than overcharge a single one, but for spells with important breaks in power based on caster level – like *magic missile* – one or two steps of increased casting level may be worth it.

Reducing Spell Cost

Wizards can save spell points by preparing fixed magicks with limitations or reduced power levels. A spell may be reduced in cost by 25% (round up) per limitation selected, to a maximum reduction of 50% for two limitations. Restrictions include the following:

Reduced Spell Power: By investing a spell with less energy than normal, a wizard can save a few spell points. This reduces the caster's level by four, affecting range, duration, damage, and all other level based variables.

In addition, the spell can be more easily dispelled, since the effective casting level is used for this purpose.

If the spell has no level-based variables (eg, *charm person*) this limitation cannot be selected. A wizard must be at least 5th level in order to take this limitation.

Prolonged Casting Time: The wizard can store less energy than normal in the spell, hoping to draw energy from his environment when the time comes to cast it.

This results in a lengthy period of gathering energy before actually releasing the spell. Spells with a casting time of less than one round require a preparation time of a number of rounds equal to the spell's listed casting time, so a spell with a casting time of 3 would require three full rounds of uninterrupted concentration before the wizard could actually cast the spell. Spells with a casting time of one round require one full turn to cast, and spells with a casting time of more than one round can't be reduced in cost through this limitation.

Defiling and Preserving

As noted in the **Campaign Guide**, all forms of life contain a spark of magical energy, sharing a mystical life force that a wizard can use to power his spells. In order to cast a spell, the wizard slowly and carefully gathers this power of life until he has accumulated enough energy to cast the spell he desires.

Wizards who cast their spells in this manner are known as either defilers or preservers, depending on whether they destroy the vegetation from which they draw their magical power or work carefully so that the vegetation may live. Most can only draw energy from plant life, but at the very highest levels, defilers and preservers can tap the life force of animals as well.

The wizard uses his allocation of spell points to select his array of spells normally. However, *none of these spells may be cast until the wizard gathers enough energy to do so.*

Gathering Spell Energy

To gather energy, the wizard concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation. If the wizard chooses to defile his surroundings (see below), the vegetation is destroyed by this process, but a careful wizard can draw only enough energy to cast his spell, leaving the vegetation around him alive and intact.

Since accumulating energy takes time, the character may suffer penalties to his initiative depending on how many spell points he draws in a single round, as shown on the table below.

Initiative Modifiers for Gathering Energy

Spell Points Accumulated	Initiative Modifier
3 or less	–1 bonus
4 to 6	none
7 to 14	+1 penalty
15 to 29	+3 penalty
30 to 39	+5 penalty
40 to 49	+7 penalty
50 or more	+9 penalty

Accumulating energy requires the character's full attention, so he cannot engage in melee or move at more than a fast walk while doing so.

Drawing energy is not part of the spellcasting process and is not interrupted by suffering damage, failing saving throws, or other such things as long as the character remains conscious and free of movement.

The initiative modifier is based on the number of spell points accumulated *in the round in which the spell is cast*. In other words, a character may be wise to draw the minimum number of points necessary to avoid a hefty initiative penalty for "overcharging" himself for the spell.

As noted above, instead of drawing just enough energy to cast the spell desired, a wizard can continue to accumulate energy in order to increase the effective casting level of the spell. Each additional casting level requires an investment of 50% more spell points, to a maximum of four levels for 200% more spell points.

Similarly, a character may draw less energy and cast a reduced power version of the spell. In any event, the initiative modifier is always based on the number of points accumulated in the round in which the spell is finally cast.

Terrain

The terrain in which a wizard finds himself determines how quickly he can gather energy for his spell. If a wizard is in the middle of a salt flat, it will take him more time to gather the energy needed than if he were in a royal garden in one of the city-states.

Obsidian Plains are devoid of plant life. If wizards have no alternative energy sources, or magic items such as wands, they are unable to cast spells in this terrain.

If the wizard can gather the required spell points in a single round, he may cast his spell in the same round. Otherwise he may be forced to extend his casting time to collect the required energy. A wizard can't "hold" life energy; he can only collect it as part of casting a spell.

Defiling

A wizard can rip life energy from the land faster than normal and without care by defiling. ***When defiling, a wizard gathers spell points more rapidly, as shown on the terrain table.*** Any wizard can defile, even preservers, although doing so may mean that they lose the ability to preserve – see below).

When a wizard defiles, all vegetation in a sphere around him turns to ash. The higher level the spell, the larger the sphere. The sphere radius is shown on the terrain effects table below.

Creatures except the caster caught within the defiling radius at casting time experience pain and suffer a +2 penalty to initiative and a –2 penalty to attack rolls, saving throws, skill checks, and ability checks for one round. Plant creatures also suffer 2 hp damage x spell level expended. Normal plants are destroyed.

Defiler's Ash

The ash created by defiler magic is black and gray, completely devoid of life or life-giving elements. Nothing will grow in an area of ash for one year. The ash itself

Terrain Effects on Gathering Spell Energy

	Spell Points per Round		
Terrain	Preserving	Defiling	Defiling Radius
Barren (boulder fields, sandy wastes, salt flats, silt)	2+1/level	2+2/level	10 feet/spell level
Infertile (stony barrens, rocky badlands, bare mountains)	3+1/level	3+2/level	5 feet/spell level
Fertile (cities, mountains, oases, scrub plains)	4+1/level	4+2/level	3 feet/spell level
Abundant (mud flats, verdant belts)	5+1/level	5+2/level	2 feet/spell level
Lush (forests, gardens)	6+1/level	6+2/level	1 foot/spell level

is very light and usually blows away, leaving behind a lifeless, circular scar on the ground. Even with the ash gone, though, the defiler's magic has leeched all life-giving nutrients from the soil, so that an area defiled may take many years to recover life, if it ever does.

This leeching of energy has consequences for wizards who wish to cast spells on an area of defiled ground.

Casting Spells on Defiled Ground

An area of ground that has been defiled has no life energy remaining in it. A wizard who is standing in an area of defiled ground and wishes to cast a spell has three options:

- He may defile, dragging life energy from adjacent land. The defiling radius increases by 5 feet for each spell that he casts on defiled ground. Spell points gathered are unaltered.
- He may preserve (if he is able) and accept an additional +2 initiative penalty while he carefully draws life energy from adjacent areas.
- He may simply leave the area of defiled ground and cast his spells normally from undefiled ground.

The Road to Corruption

All wizards can defile. Even the most selfless preserver may face with a situation that may call for a defiling spell. If he desires, a preserver may ignore his training to grasp the power he needs. Any time the character wants to, he can declare that he is casting a spell as a defiler.

There are several benefits to stepping over this line: the character may be able to cast a spell faster, cast it more than once, cast a spell for greater effect, and weaken enemies caught within his defiling radius.

Although defilers are not altruistic, they are not necessarily evil. A number of defilers are of neutral allegiance and simply defile for survival's sake. Defiling is not an evil act in and of itself; it depends to what use the wizard is putting his spells. However, it is possible to change from being a preserver to being a defiler by recklessly using defiling magic.

A preserver who defiles is known as a *tainted wizard.* Tainted wizards are not defilers, but risk becoming so. Each use of defiling magic moves the tainted wizard closer to a very fine line. There comes a point when the tainted wizard can never be a preserver again.

The Defiling Check

Preservers who defile must roll a saving throw against death magic, with a cumulative –2 penalty for each time the wizard has defiled in the past. Preservers who fail this save become defilers. Preservers succeeding the save lose their preserver status and become tainted wizards.

A character who becomes a defiler can no longer cast spells as a preserver. He has succumbed to the lure of power and now defiles with every spell that he casts.

The Search for Redemption

There have been instances in which a tainted wizard or defiler changed her ways and became a preserver again. A tainted wizard may seek redemption from a druid. The druid, if willing and able, can cast a *conversion* spell on the tainted wizard, restoring her preserver status (reset the number of times defiled to zero).

Defilers can also seek redemption, but usually the defiler must undertake a quest or otherwise demonstrate a true willingness to redeem herself before the druid casts the *conversion* spell.

The Rite of Blood

There are ways for a preserver to gain the advantages of a defiler without risking becoming a tainted wizard or worse – but they carry a heavy cost. Preservers return energy to the soil after they drain it to power their spells. As preservers learn their craft, they also learn other ways to rekindle the spark of life. One such method is to replace spell energy they have taken through a combination of natural and mystical processes. This is known as the Rite of Blood.

A preserver enacting the rite gives back to the soil what they have taken by sacrificing their own blood to repay their debt to nature. The preserver extends the casting time of his spell to one round and gathers spell points as if he were defiling. He does not actually defile, but the care and time taken grants him the increased spell points. Spells with a normal casting time of I round or longer require an extra round to be cast in this manner.

The preserver takes I point of damage per spell level when casting a spell in this manner.

Priests

Just as wizards can create or customize their own spell progression by using spell points, priests can as well. Instead of preparing the "standard" array of spells of each level, a priest can concentrate his magical power into a small number of spells at the highest level of power available to him, or he can instead prepare a greater than normal array of low level spells. The Spell Point Progression tables shows the number of spell points available to clerics, druids, and templars as they progress in level. Other considerations include:

- The priest must be well rested and have access to a quiet place suitable for prayer. It takes about 10 minutes per spell level to prepare a spell.
- The priest is limited in the maximum spell level he may cast, based on character level. A 5th-level cleric is still limited to spells of 3rd level or lower.
- The priest is limited in the maximum number of spells of each level that he can prepare, regardless of how many spell points he has available; for example, a 5th-level druid can't prepare more than six spells of any given spell level.

Templar Spell Point Progression

Templar Level	Max. Spell Level	Max. Spells Prepared at Each Level	Spell Points
1	—	—	—
2	1st	2	4
3	2nd	2	10
4	2nd	3	14
5	2nd	3	24
6	3rd	3	34
7	3rd	4	44
8	4th	4	65
9	4th	4	75
10	4th	4	90
11	5th	5	116
12	5th	5	137
13	5th	5	169
14	6th	6	224
15	7th	6	351
16	7th	7	438
17	7th	7	555
18	7th	8	612
19	7th	9	739
20	7th	9	853

Cleric and Druid Spell Point Progression

Cleric/ Druid Level	Max. Spell Level	Max. Spells Prepared at Each Level	Spell Points
1	1st	3	4
2	1st	4	8
3	2nd	5	15
4	2nd	5	25
5	3rd	6	40
6	3rd	6	55
7	4th	6	70
8	4th	7	90
9	5th	7	125
10	5th	7	160
11	6th	8	200
12	6th	8	240
13	6th	8	290
14	7th	9	340
15	7th	9	400
16	7th	10	460
17	7th	10	530
18	7th	11	600
19	7th	11	675
20	8th	12	750
21	8th	12	825
22	8th	12	900
23	9th	12	975
24	9th	12	1,050
25	9th	12	1,125
26+	10th	12	+75/level

Spell Point Cost per Level

Spell Level	Fixed Theurgy	Free Theurgy
1	4	8
2	6	12
3	10	20
4	15	30
5	22	44
6	30	60
7	40	80
8	50	100
9	60	120
10	70	140

Bonus Spell Points for Wisdom

	Character Level/Spell Level			
Wisdom Score	1-2	3-4	5-6	7+
9-11	4	4	4	4
12-13	8	8	8	8
14-15	8	15	15	15
16	8	20	20	20
17	8	20	30	30
18	8	20	30	45
19	12	25	45	60
20+	12	30	60	60

Bonus Spell for High Wisdom

In addition to the base number of spell points available at each level, priests with high Wisdom scores gain a special bonus to reflect their piety and devotion, as shown in the Bonus Spell Points for Priest Characters table above.

Note that as a character rises in level, and his maximum spell level increases, the number of bonus points available to him may increase as well!

Naturally, all of the normal considerations of choosing a spell apply; the priest does not need a spell book and can choose any spell that falls within his spheres of access. Spells may be chosen as fixed theurgies (the priestly equivalent of magicks), or the priest can leave a theurgy open to use any spell he wishes to by selecting a free theurgy (see the description for wizards.)

Recovering Spell Points

Spell points are regained just like spell capability in the standard AD&D game. In other words, if a character spends 10 spell points to prepare a fixed 3rd-level theurgy, those points are "tied up" by holding the spell ready in the character's memory and can't be used to prepare another spell until expended. Spell points used to prepare free slots are also tied up in the same fashion.

Once a character casts a spell, the spell points used to hold that spell (or slot) in memory are gone. The priest must rest for at least eight hours in order to regain spell points expended through casting spells and spend about 10 minutes per spell level in devout prayer to use those points to prepare new spells.

Casting the Spells

The same rules described for wizards apply to a priest. The priest gains spell points as described above, allocates them to fixed or free theurgies, and selects the spells he wants to prepare as fixed theurgies. Free theurgies may be used to provide the priest with access to any spell in his repertoire, although they're more expensive than fixed slots. The priest may exceed his normal spell level limit or cast spells for greater effect, and reduce the spell cost, as described above under the section on wizards. The spells are cast as normal, using their casting time to determine initiative.

Sensory Magic

The stealthy preserver crouches low behind the stone walls of the ruins, fumbling through his belt pouch for his material components, peering cautiously around for signs of the approaching gith marauders. Breathless, he draws out his precious components and begins his chant and hand motions. Verbal, somatic, and material components are all in play, but what's really happening? What are the sensory effects associated with casting a spell?

On Athas the casting of magical spells often draws unwanted attention. The sensory effects of casting and the ways a wizard might cover, expand, or mimic them are acutely important. These sensory effects relate directly to detection; the greater the effects during casting, the greater the chance the wizard is found out. Of course, when a wizard wishes to dramatically announce his spellcasting abilities, the greater the effects, the better.

Understand the distinction between casting a spell and the spell itself. While casting a *lightning bolt*, for instance, the wizard combines verbal, somatic, and material components to produce aural, visual, and possibly other effects. Once these casting effects are completed, the *lightning bolt* itself has a sensory character all its own.

Sensory effects of casting are peculiar to each wizard. A wizard has some ability to alter the sensory effects of the spells themselves. With these tools, both player and non-player character wizards can tailor their own personal styles, marks of distinction that are completely individualised.

Also, in a world where wizards are outlaws, secreting their powers away from the general population, intrigue and deception become important tools in rooting them out.

This chapter explores the use of psionics and magical items to mimic spell effects, and of cantrips to simulate casting effects. These rules adapt easily to any AD&D campaign, not just those set on Athas.

Specific Effects

All spells have both a visual and aural effect during casting. Middle-level (4th- to 6th-level) spells may also have effects that appeal to the senses of touch, smell, and taste. High-level spells may have additional (sometimes grand) effects.

Here are some possible effects. More appear on the tables that follow. Players and DMs should feel free to create others.

Visual Effects: Streaks of sparkling multi-coloured light emerge from the vanishing material components, follow the movements of the spell's somatics (if any), then settle on the subject of the spell. The lights slightly illuminate the caster and target of the spell for the spell's entire casting time. Brightness is determined by spell level; colour varies by spell and by caster. Other possible effects include glowing rings of light, heatless flames, and so on. A visual effect cannot substitute for an existing spell such as *light* or the various illusions.

Aural Effects: Along with any verbal components, a shimmer like that of tiny, metal wind chimes accompanies the caster's words, rising and falling with the spell's somatics. The jingling emanates from the caster's location, rising from silence to its maximum volume and back to silence over the casting time. Volume is determined by spell level. Other possible effects include a roaring wind, thousands of slithering snakes, etc.

Olfactory/Taste Effects: For spells with olfactory sensory effects, an odour unique to the caster or the spell permeates the air. The smell may be pleasant, such as flowers or perfumes, or quite unpleasant, such as rotting meat. For spells with taste sensory effects, creatures near the caster taste a foreign flavour: food, candy, or something arbitrary – dust, metal, blood, etc. Intensity of the smell or flavour is determined by spell level.

Tactile Effects: Creatures near the caster feel something brush up against them. The nature of the sensation can be soft and pleasant, such as feathers, or abrasive, such as grit or jagged bone. Intensity of the sensation is determined by spell level.

Additional Effects: A wizard may tailor a spell to have additional effects. Unusual static electricity may arise in the vicinity. Small animals may stand still or slowly back away and hide during casting. This category is broad and open-ended.

Grand Effects: Very high-level spells may cause grand effects in casting. The ground may tremble, rocking tables and tipping over bottles. The weather may temporarily change, clouding over ominously, wind picking up or stopping, temperature growing abnormally hot or chill.

Sensory effects for casting are particular to each wizard. The effects themselves remain constant for each sensory category, no matter what the spell level.

Sensory Effects of Casting

Spell Level	Visual/ Aural	Olfactory/ Tactile	Additional	Grand
1–3	Yes	No	No	No
4–6	Yes	Optional	Optional	No
7–9	Yes	Yes	Optional	Opt
10	Yes	Yes	Optional	Yes

Detecting Spellcasting

When a wizard casts a spell, there is a chance casual observers will notice. In situations where spellcasting might bring unwanted attention, each observer should make an observation non-weapon proficiency check (or a Wisdom check, for those without this proficiency, at a –5 penalty). For characters whose at attribute scores aren't already known, assume a Wisdom score of 10).

Modify the check based on the situation – a few sample modifiers are presented here.

Positive Modifiers:

Absolute silence at time of casting: +2
Sensory alteration proficiency successfully used: +/–4
Careful attention by observer: +8
Observation made in darkness: +4
Spell also has olfactory/tactile/taste effects: +3
Spell also has additional effects: +3
Spell also has grand effects: automatic detection

Negative modifiers:

Minor distractions (conversation, eating, etc.): –2
Major distractions (brawl, storm, etc.): –6
Observation made in full daylight: –4
Loud noises at time of casting: –3
Spell concealment proficiency successfully used: –3

To qualify as an observer, a character must be within easy sight of the caster, performing no delicate tasks, and within the range in yards given on the following Sensory Intensity Table. An observer paying careful attention to the wizard's actions may be at any distance within eyesight.

Sensory Intensity Table

Spell Level	Visual/ Aural	Olfactory/ Tactile	Additional	Grand
1–3	20	—	—	—
4–6	30	20	10	—
7–9	40	30	20	40
10	60	40	30	60

See **Chapter Six: Proficiencies** for details on the new sensory alteration non-weapon proficiency.

Tailoring a Wizard's Style

Each wizard in the campaign, whether preserver or defiler, has a standard set of sensory effects for spellcasting. This becomes a signature for those observant enough to sense it.

Player Character Wizards: Let player characters choose their own sensory effects. At lower levels, they need only adopt a particular visual and aural effect. When they gain access to higher-level spells, they will choose olfactory, tactile, taste, additional, and even grand effects for casting. Once chosen, the effects cannot change. "Additional" effects are optional, both when being chosen and, once chosen, in any given casting.

NPC Wizards: NPC wizards should have their own sensory effects for casting. Once determined, an NPC wizard's sensory effects cannot change. Make them up or choose them from these tables.

Visual Sensory Effects

Colour (roll 1d10 or choose)

1 Red
2 Orange
3 Yellow
4 Green
5 Blue
6 Purple
7 Violet
8 Silver
9 Gold
10 Rainbow spectrum

Optional Effects (roll 1d10)

1 Images of bladed weapons
2 Images of wild birds or animals
3 Images of ghostly humanoids
4 Flames without heat
5 A distinct glowing rune
6 Lights radiate from wizard's eyes
7 Lights radiate from wizard's entire face
8 Lights swirl over wizard's head
9 Lights plume up over wizard toward sky
10 Lights radiate in a horizontal plane from hands

Aural Sensory Effects

Roll 1d20 or choose

1 Chimes, high pitched
2 Chimes, low pitched
3 Faraway chanting
4 Faraway drums
5 Loud, intense heartbeat
6 Horrible moaning
7 Ecstatic shouting
8 Distant thunder
9 Hunting horns
10 Metallic clanging
11 Sounds of mass battle
12 Low maniacal laughter
13 Raging torrent of water
14 Raging wind sounds
15 Low earthquake rumble
16 Sounds of erupting volcano
17 All sounds echo loudly
18 Noises sound slowed-down or speeded-up
19 Sounds shifted up or down one octave
20 Chorus of whispers; non-magical sounds in vicinity are muted

Olfactory/Taste Sensory Effects

Roll 1d20 or choose

1 Wildflowers
2 Local spices
3 Exotic perfumes
4 Pine needles
5 Perspiration
6 Strong alcohol
7 Chalk dust
8 Ozone

9 Burning rubber
10 Sulphur (rotten eggs)
11 Formaldehyde (sickly sweet)
12 Sickening smell of rotting flesh
13 Sickening smell of thri-kreen ichor
14 Thick, overpoweringly sweet taste
15 Delicate flowery flavour
16 Taste of favourite beverage
17 Taste of least favourite beverage
18 Intense sour taste
19 Intense salt taste
20 Intense bitter taste

Tactile Sensory Effects

Roll 1d10 or choose

1 Prickling of skin
2 Tickling in throat
3 Goosebumps all over
4 Cold or warm breeze
5 Feathery touch all over
6 Brief drowning sensation
7 Chest feels tight
8 Clammy flesh
9 Itchy feeling
10 Static crackle, hair stands up

Additional Sensory Effects

Roll 1d10 or choose

1 Image of spell's material component floats before observer's eyes
2 Strange tracks cover the ground
3 Vision of vicious predator in observer's mind (vary vision according to spell's purpose)
4 Observer has vivid memory of a recent experience (vary type according to spell's purpose)
5 Observer suddenly feels the immensity of the universe
6 Observer briefly reverts mentally to ancient past when same spell was used on this spot
7 Observer has sudden imaginary vision of own birth or death
8 Observer instantly knows spell's incantation
9 Clouds temporarily gather or are dispelled overhead
10 Air grows thick and hard to breathe, or thin, carrying sound less well

Grand Sensory Effects

Never roll grand effects randomly. Instead, design effects appropriate to the spellcaster's style and character. Make them atmospheric rather than damaging. Grand effects should not have substantial effect on combat in themselves, though they can mimic low-level spell effects. Some examples follow.

- Ground shakes (–1 to Dexterity checks and movement).
- All non-magical glass in vicinity cracks.
- Desert sand in area temporarily fuses into glass.
- Those near wizard glimpse another dimensional plane.
- Everyone in vicinity learns target 's name.
- Target's close relatives elsewhere on Athas suddenly feel fearful or giddy (vary feeling according to spell's effect).
- For next hour, wizard's companions see all creatures as walking, talking skeletons. (This is well suited to necromantic magic.)

More (and more powerful) ideas appear in the Wild Surge Results Table of the **Tome of Magic** rulebook (pp. 7–8). Avoid its comical, dangerous, or minor effects.

Sensory Variation of Spells

A wizard may alter not only sensory effects of casting, but also sensory elements of the spell effects themselves, within limits.

If a wizard learns a spell from another wizard (that is, copies it directly from that wizard's spell book into his own), then the sensory elements of the spell are exactly like those of the tutor wizard. If the tutor wizard's *lightning bolt* spells are bright white with associated thunder, then so are the student wizard's *lightning bolts*.

However, a wizard who researches a spell independently can alter the sensory elements of the spell as desired. For instance, the wizard's *lightning bolts* can be blood red and have a tremendous electrical crackle. The wizard must make these decisions when writing the spell in the spell book, and any changes are peculiar to that spell only. To change the sensory elements of a known spell, the wizard must research the spell from scratch.

Altering the sensory elements of a spell's effects never alters how the spell functions. Unique sensory elements never mask or disguise a spell – even a blood-red *lightning bolt* is still obviously a *lightning bolt*.

Specialist Effects

The DM may wish to create special casting effects for specialist mages when employing spells from their school of magic. These possibilities provide a starting point.

Abjurers: Cause a golden sheen to settle around the area of effect.

Conjurers: Spell leaves behind a hint of chill air.

Diviners: Magic brings a whiff of ancient dust or aged tablets to the air.

Enchanters: Shimmering, almost electrical charge to the air during spellcasting.

Invokers: Unnatural wavering in vision, like a mirage without heat.

Necromancers: Stench of rotting flesh left behind after spellcasting.

Transmuters: Shadows around the caster are frozen, forcing them to catch up to the new situation after casting.

Illusionists: Can adopt any of these, disguising their specialty as is their calling.

Any effects are possible, but they should always be regular, for they provide clues to the players. The effect's duration is a matter for role-playing – specialist effects are a tool for the DM to parcel out a tiny bit of information to attentive players, so make it last as long as necessary.

Wizards from opposing schools may find each others' special sensory effects objectionable, even obnoxious or threatening.

Deception

Non-wizard characters who want to pass themselves off as wizards, in particular as preservers, must simulate two separate effects: sensory effects of casting and the spell effect itself. There are several ways of doing this, including cantrips or illusions, magical items, and psionics. Obviously, detect magic might thwart any pretender's plans.

Cantrips or Illusions: A cantrip, cast either from a magical device or another wizard, can simulate any aural and visual effects of casting. With a cantrip, therefore, a pretender can create a believable set of sensory effects for any spell up to 6th level. Magical items enchanted to cast cantrips can be used by any character class. The item is usually designed to be activated inconspicuously or mentally.

Illusions such as *phantasmal force* can create visual effects; *improved phantasmal force* can create visual and aural effects; *spectral forces* and *advanced illusion* can simulate most other sensory effects. Illusions cannot usually simulate grand effects. Illusions must be cast from a device or by another wizard on behalf of the pretender.

Magical Items: Other magical items can simulate actual spell effects. The spell effect is created by the magical item, but the pretender must mimic sensory effects of casting using a cantrip, illusion, or psionics. Magical items do not usually produce sensory effects, though many exceptions exist.

Psionics: Psionics can simulate both spell effects and sensory effects of casting. A careful psionicist can impersonate a wizard with a proper combination of disciplines and powers.

Defiler Deception

A defiler masquerading as a preserver has a most difficult task, but it is not insurmountable. The lifeless ash created with every spell cast can be masked, either through illusions or psionics. A defiler may use magic from enchanted items as well, never actually creating ash by his own casting; in this case, he is considered a non-wizard pretender as described above.

Illusions: Only intricate illusion spells can mask the destructive ash caused by a defiler's magic. Especially wary audiences, such as members of the Veiled Alliance checking out a potential new member, certainly disbelieve everything they see.

Psionics: These powers can also cover the ash residue of defiler magic. Again, however, wary audiences may attempt to verify such "magical" spells with detect magic.

Proficiencies

This chapter introduces new non-weapon proficiencies for use in your game. These are primarily intended for characters from the Jagged Cliffs and Last Sea regions and are of little use in games set in the Tablelands. The information on the swimming proficiency, however, could be of use to clerics who are able to take that skill, as described in the **Campaign Guide**. Characters from the Tablelands who travel to these regions can learn some of these new proficiencies as normal, with the restrictions noted below.

Also detailed are cultural weapon groups. These are a new approach to weapon groups previously detailed, grouping weapons by the areas in which they are commonly used.

Additionally, new rules are introduced that cover unarmed combat specialisation and martial arts, for those characters who wish to make use of such skills.

All the proficiencies detailed here follow the standard rules in the **Campaign Guide** for acquiring proficiencies, training, and using proficiencies.

New Non-weapon Proficiencies

Cliff Fighting

This proficiency covers the ability to fight, manoeuvre, and evade while standing on or clinging to the narrow ledges of the sides of cliffs. These are all are necessary survival skills for rhul-thaun halflings, and their warriors make deadly use of them in battle.

The cliff fighting proficiency not only negates penalties normally accrued in these critical situations, but gives the proficient character a +1 bonus to attack rolls and a +2 bonus to damage rolls when fighting on cliff faces and ledges. These modifiers only apply when the combat has vertical aspects and there is a chance of falling. For example, a halfling could use these modifiers clinging to a narrow ledge and attacking a foe on the ledge above him. It would not apply when facing a thri-kreen foe in a desert oasis or fighting in the back alleys of a sorcerer-king's city-state – unless climbing walls.

Proficiency	Ability	Bard	Cleric	Druid	Fighter	Gladiator	Psionicist	Ranger	Templar	Thief	Trader	Wizard
Cliff Fighting	Dex	1	2	2	1	1	2	1	2	2	2	2
Life-Shaping	Int	2	2	2	2	2	2	2	2	2	2	2
Rejuvenation	Wis	2	2	2	2	2	1	2	2	2	2	2
Riding, Water-based	Dex	1	1	1	1	1	1	1	1	1	1	1
Ritual Knowledge	Int	1	1	1	1	1	1	1	1	1	1	1
Sailboarding	Dex	1	1	1	1	1	1	1	1	1	1	1
Sensory Alteration	Int	2	2	2	2	2	2	2	2	2	2	1
Surfing	Dex	1	1	1	1	1	1	1	1	1	1	1
Swimming	Str	1	1	1	1	1	1	1	1	1	1	1
Tending	Wis	1	1	1	1	1	1	1	1	1	1	1

This skill relies on the rhul-thaun's natural, vertical orientation and can never be mastered by other races.

A character with this proficiency makes a check at the start of combat. If successful, he gains the bonuses listed above. If the check is a failure, the character loses those bonuses and accrues any penalties for fighting in an adverse environment, as determined by the DM.

Life-Shaping

This is a very specialised skill includes all of the rituals needed to create common life-shaped creatures. It also entails the ability to repair damaged creations. Only life-shapers possess this knowledge (it is forbidden to tenders) and it is virtually impossible for someone outside of that highly structured guild to learn this craft.

Those who know the rituals of life-shaping use various protoplasmic ingredients (the most basic of which is called *pith*) and perform the rituals that mould the protoplasm into the desired creation. Most components take 1d8+2 weeks to grow and develop; larger and more complex organisms can take up to a year to mature.

A successful check means that the character has followed the ancient rituals correctly and crafts the desired item. Failure means that the protoplasmic material is ruined, possibly causing dangerous mutations.

Rejuvenation

This proficiency allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. A successful proficiency check means that the character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundmgs, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked. (He still can't expend PSPs.) See **Chapter Ten** for more information.

Riding, Water-Based

This proficiency covers the art of riding and handling aquatic mounts. The character must declare which type of mount he is proficient in. Possibilities include kreel, dolphins, turtles, and other aquatic beasts.

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

- The character can vault onto a saddle when the mount is motionless, even when in armour, without a check. The character must make a check to get the mount moving during the same round in which he lands in its saddle. He must also make a check to vault onto a moving mount. Failure indicates that the character falls into the water and must make a swimming check to stay afloat.
- The character can urge the mount to jump small obstacles. No check is required if the obstacle rises less than three feet out of the water. If the character makes a check, the mount can leap obstacles up to seven feet high. Success means that the mount has made the jump. Failure indicates it balks, and the character must make another proficiency check to see whether he retains his seat or falls into the water (at which point a swimming check is required, as noted above).
- The character can spur his steed on to great speeds, adding 1 point to the animal's movement rate for up to six turns. This requires a check each turn. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount slows to a dawdle, and the character must dismount and lead the animal for a turn. In any event, after six turns of racing, the steed must be led by its dismounted rider for one turn.

- The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a proficiency check is required and failure means that the character falls into the water and must make a swimming check as described above.
- The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armour while performing this feat. The character's AC is improved by +6 while this manoeuvre is performed. Any attacks that would have struck the character's normal AC are considered to have struck the mount instead. No check is required.
- The character can leap from the back of his steed into the water and make a melee attack against any target within 10 feet. The player must roll a successful proficiency check with a –4 penalty. On a failed roll, the character mistimes the attack and must make a swimming check.

Ritual Knowledge

All rhul-thaun characters have this proficiency. It includes the basics of all of the rituals upon which the rhul-thaun society is based. It would be impossible for a halfling of the cliffs to function in his own culture without this skill. Outsiders may be taught ritual knowledge so that they too can operate within this ancient society without seeming barbaric or uncultured.

Rhul-thaun almost never need to make proficiency checks for their ritual knowledge. Explaining rhul-thaun culture to outsiders, however, does require a check. Outsiders must also make proficiency checks when trying to assimilate into and act according to rhul-thaun culture.

Sailboarding

A character with the sailboarding proficiency can ride one of the sailboards used by denizens of the Last Sea to commute about the water. A Last Sea sailboard is a highly polished slab of wood similar to a surfboard. The major difference is that a sail is mounted to the centre of the board.

To use the sailboard, the character grasps the handle that runs along both sides of the sail and turns so that the sail fills with wind. As the sailboard begins moving, the character leans back, steering the board in the direction that he desires.

Sailboarding is generally a solitary means of transport. Although some tandem models are in use on the Last Sea, they are generally held to be novelties more than serious transportation.

A proficiency check is only required when conditions are adverse – the wind is too strong or the waves too choppy. At other times, a character with this skill can navigate with competence.

A failed check means that the character ends up in the water and must roll a successful swimming check or be submerged. See the swimming proficiency below for more information on this.

Sailor

In addition to the silt-going vessels covered in the **Campaign Guide**, this proficiency allows a character to handle and operate wind-driven water craft. The larger the vessel, the more difficult it is to operate, and the more hands are required for it to function properly.

Each seagoing craft has a certain number of crew required to operate it at peak efficiency (this is listed in each ship's description). For the craft to work perfectly smoothly, each member of the crew must make a check against his sailing proficiency. For each crewmember who fails his check, the ship's movement is reduced by 1 (down to a minimum of 0). If there are not enough qualified sailors on the ship, then the checks for the unfilled positions are considered automatically failed.

If the ship's movement ever equals 0, the ship is floundering. In the case of smaller craft (three crewmen or less), the ship may capsize. Each character sailing the ship must make a Dexterity check. If all fail, the ship capsizes.

Characters do not have to make their sailing proficiency check at any specified time, only when something unusual happens that might test their skills. This could be anything from rough seas to a raging thunderstorm or an attack by a sea monster of some sort, such as the squark.

For each member missing from the crew, a penalty of –1 is applied to the proficiency check. Other penalties should be applied at the DM's discretion.

For instance, bad weather might impose a further –1 penalty. But if the ship is being attacked by the squark during a hurricane, a penalty of up to –4 might apply, not including any penalties for crew members taken from their posts to defend the ship against the squark or eaten by the beast.

Sensory Alteration

Wizard characters who have this proficiency can increase or decrease the sensory effects of spellcasting (see **Chapter Five: Sensory Magic**) by lengthening the casting time of the spell. The casting time must be doubled to use the proficiency. Spells with casting times increased over 10 in this way instead take a round to cast.

On a successful check, the wizard makes the desired change to the sensory effects of his spell. Increasing the effects triples the range at which sensory effects are normally detected – they become almost impossible to ignore, especially in an enclosed area like a room or cavern. Decreasing the effects reduces the range to one-quarter (rounded down). This proficiency applies to all sensory effects in play, including additional and grand effects.

Other classes can buy this proficiency but unless the character is able to cast wizard spells (such as high-level rogues), the proficiency will be useless.

Surfing

A character with this proficiency can safely ride Marnita's surf. Most times, people use a surfboard to properly pull off such a feat, but skilled surfers can actually ride tremendous waves using only their bellies. This difficult feat carries a –2 penalty, however.

Surfing isn't really useful as a means of transportation. It is possible to ride or paddle a surfboard across the Last Sea, but there are many other, better ways to get across the water. Surfing is, on the other hand, a great way to spend a sunny afternoon, and many citizens of Saragar can be found out on the water catching waves when the weather is good enough for it.

Every time the character attempts to surf, he needs to make a check against his surfing proficiency. A failure means that the character has "wiped out". If the character fails by more than 10, he has suffered a terrible accident.

The unfortunate surfer must then pass a Dexterity check or take 1d6 points of damage (from running into an unseen rock, getting hit by his own board, or some such thing). In such cases, the surfer must make a swimming check or be submerged – see the swimming proficiency below for more information.

Swimming

As noted in the **Campaign Guide**, the swimming non-weapon proficiency is unavailable to all classes, with the exception of clerics of elemental water and paraelemental rain. This restriction does not apply, however, to characters who live in the lands of the Last Sea. Most people born on the shores (or beneath the waves) of Marnita learn to swim at an early age and can take this proficiency as normal.

A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section of the **Player's Handbook (Chapter 14: Time and Movement)**.

Normally, no proficiency check is required to stay afloat or swim. If an adverse situation arises (bad weather, whirlpools, squark attack, etc.), the character must make a successful check to remain afloat.

Failure indicates that the character has submerged and must hold their breath or start to drown. A subsequent check may be required each round to get back to the surface.

Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water. Any adverse situation means that they are automatically submerged and may begin to drown.

Tending

With this ability, a character is able to adequately care for a life-shaped creation. This includes the knowledge of what the creation needs for sustenance, preferable temperatures and humidity, and other specifics necessary for the life of the life-shaped creature.

No proficiency check is needed for basic care and nurture. Should a creation become sick or injured, or adverse circumstances threaten it, the tender must make a successful tending check to deal with the problem. Failure means that the organism takes damage, as determined by the DM, or possibly even dies.

Weapon Proficiency Groups

As is described in the **Campaign Guide**, weapons are divided into weapon proficiency groups according to shared similarities. All weapons in a proficiency group are considered to be related to each other.

Cultural Weapon Groups

This section presents cultural weapon proficiency groups – weapons that are related to each other because they are commonly used in the same culture or area, not because the weapons are similar to each other.

So rather than grouping weapons by type – swords, bows, clubs, polearms etc. – they are instead grouped by common background – Tyrian infantry weapons, Urikite cavalry weapons and the like.

Weapon Group Affinity

All characters start play having affinity with one cultural weapon group – the one that most closely matches their background. The character should choose their starting weapon proficiencies from that cultural weapon group.

Warriors are proficient with all weapons, but still choose a cultural weapon group with which they have affinity. This is relevant if the warrior wishes to specialise in the new fighting styles described hereafter.

It is also relevant to fighters, who can gain weapon expertise in an entire cultural weapon group for a single weapon proficiency slot.

Every time a character gains another weapon proficiency slot, they can gain affinity with another cultural weapon group at no cost, with the DM's approval. The character needs to have been exposed to or established some connection with the culture in question through play.

A character can also gain affinity with a cultural weapon group by spending a weapon proficiency slot.

Familiarity

All characters are automatically familiar with any weapon related to a weapon they are proficient in. As noted above, weapons are related if they are part of the same cultural weapon proficiency group.

For example, if a character has affinity with the Tyrian infantry weapon group and is proficient in the use of the long sword, then they are familiar with the warhammer because they're part of the same cultural weapon group.

Familiarity is not as good as proficiency, but it beats not knowing anything about a weapon at all. Characters only suffer half the normal non-proficiency penalty when attacking with weapons they are familiar with. They may attempt any normal attacks (the familiarity penalty still applies), and suffer no initiative or rate of fire penalties.

Familiarity does not allow the wielder to use any special weapon attacks that require proficiency in the weapon.

As noted above, fighters can gain expertise in an entire cultural weapon group at the cost of a single weapon proficiency slot.

Cultural Weapon Proficiency Groups

Aarakocra Lancer
Javelin
Lance
Long bow
Net
Spear
Spear, long

Balican Legionnaire
Dagger
Dart
Javelin
Net
Sword, hook
Talid

Balican Navy
Dagger
Harpoon
Net
Sword, short
Trident
Wrist razor

Bard
Bard's friend
Blowgun
Dagger
Garrotte
Master's whip
Widow's knife

Draji Eagle Knight
Dejada
Hawk hatchet
Javelin
Long bow
Spear, long
Sword, khopesh

Draji Jaguar Knight
Dejada cestus
Javelin
Long bow
Spear, long
Sword, two-handed
Wrist razors

Dray Enforcer
Crossbow, hand
Dagger
Javelin
Mancatcher
Morning star
Sword, bastard

Dwarf Defender
Battleaxe
Crossbow, heavy
Handaxe
Sword, long
Sword, short
Warhammer

Elf Raider
Composite long bow
Composite short bow
Dagger
Long bow
Short bow
Sword, short

Gulgan Champion
Dagger
Long bow
Shield, spike
Spear, double-bladed
Sword, bastard
Talid

Gulgan Judaga
Blowgun
Long bow
Net
Spear
Staff-sling
Sword, mandible

Halfling Hunter
Blowgun
Composite short bow
Dart
Dagger
Short bow
Sling

House Guard
Club
Dagger
Short bow
Spear
Sword, long
Sword, short

Jozhal Runner
Axe, hand
Dagger
Dart
Short bow
Sling
Sword, short

Lizardfolk Kreel Rider
Club
Harpoon
Javelin
Lance
Spear
Trident

Nibenese Phalanx
Crusher
Datchi club
Gouge
Spear, long
Sword, two-handed
Tortoise blades

Nibenese Shocktrooper
Bard's friend
Cahulaks
Dragon's paw
Gouge
Singing sticks
Tortoise blades

Nikaal Explorer
Blowgun
Club
Javelin
Spear
Sword, long
Tkaesali

Pterran Pterrax Rider
Javelin
Lance
Puchik
Slodak
Spear
Thanak

Raamin Kuotagha
Bard's friend
Chain whip
Garotte
Sword, hook
Whip
Whip, master's

Raamin Mansabdar
Club
Club, great
Mancatcher
Net
Scourge
Whip

Ssurran Trader
Alhulak
Carrikal
Spear
Spear, long
Sword, mandible
Tortoise blades

Tarek Berserker
Axe, great
Club, great
Handfork
Heartpick
Sword, great
Wrist razors

Tari Tunneller
Blowgun
Dagger
Knife
Short bow
Sling
Sword, short

Thri-kreen Kak
Chatkcha
Gythka
Ko•
Kyorkcha
Lajav
Zerka

Tribal Warrior
Alhulak
Blowgun
Carrikal
Knife
Short bow
Sword, mandible

Tyrian Guard
Cahulak
Crossbow, heavy
Dagger
Lotulis
Mancatcher
Sword, long

Tyrian Infantry
Dagger
Puchik
Short bow
Spear
Sword, long
Warhammer

Urikite Cavalry
Dagger
Flail, cavalry
Javelin
Lance
Short bow
Sword, short

Urikite Scout
Dagger
Flail, infantry
Hamanu's staff
Long bow
Staff-sling
Sword, long

New Fighting Styles

Just like in the **Campaign Guide**, characters can specialise in different methods of fighting by spending a weapon proficiency slot. Below are two new fighting styles for the cultural weapon proficiency group system.

These styles are used with the cultural weapon proficiency groups. A character must have affinity with one or more cultural weapon groups to specialise in these fighting styles.

Cultural Affinity Fighting Style

This fighting style details basic applications of cultural weapons groups, improving a character's skill with weapons in those groups.

- **Cultural Familiarity:** You suffer no non-proficiency penalty for any weapon that is part of a cultural weapon group that you have affinity with.
- **Improved Expertise:** Gain a +1 bonus to damage with one weapon with which you have expertise in a cultural weapon group that you have affinity with.
- **Manoeuvre Expert:** Gain a +1 bonus on CMB checks with all weapons in the same cultural weapon group.
- **Well-Practised:** Reduce the speed factor of all weapons in a cultural weapon group that you have affinity with by one point.

Cultural Excellence Fighting Style

This style expands a character's command of cultural weapons, developing the scope of benefits when using culturally related weapons.

- **Broad Approach:** When you specialise in a weapon, you gain expertise in two other weapons in the same cultural weapon group.
- **Cultural Adaptation:** Add two weapons to a cultural weapon group that you have affinity with.
- **Cultural Overlap:** Pick a weapon that is part of a cultural weapon group you have affinity with. You now have affinity with another cultural weapon group that also contains that weapon.
- **Well-Maintained:** Weapons in a cultural weapon group you have affinity with never risk accidental breakage.

Unarmed Combat

Unarmed combat includes punching and wrestling. Characters do not need to spend a weapon proficiency slot to be proficient with unarmed attacks, but can do so to improve their unarmed combat skills.

Basic Rules

Punching

A normal punch is a melee attack that does 1d2 damage plus Strength bonus. A punch with a gauntlet does 1d3 damage plus Strength bonus. Attacks with weapons like the talid and the dejada cestus are not considered unarmed combat.

Wrestling

Wrestling attacks use the Combat Manoeuvre Bonus/Combat Manoeuvre Defence (CMB/CMD) system, whereby characters can use wrestling to inflict 1d2 points of unarmed damage plus Strength bonus, or carry out Disarms, Grapples, and Knockdown/Trip attacks. See the **Campaign Guide** for details on CMB/CMD.

Unarmed Damage

Normally, 75% of all unarmed damage is temporary and wears off within minutes after the combat is included.

The Lethal Brawler fighting style specialisation allows a character to deal full lethal damage.

A character can pull his unarmed attacks, so that he does no damage, or only his basic unarmed damage without his Strength bonus.

Fighting Armed Opponents

When an unarmed character is in combat with an armed character, the armed character automatically attacks before the unarmed character and receives +4 bonus to hit and damage against the unarmed character.

The Fearless Brawler fighting style specialisation allows an unarmed character to engage an armed character without the armed character gaining the +4 bonus or automatically attacking first.

Gladiators

A gladiator is an expert in unarmed combat. He receives a +4 to hit with all unarmed attacks and receives a +4 bonus to CMB and CMD for the purposes of all unarmed combat.

Unarmed Specialisation

Fighters, gladiators, and characters with the sensei kit can specialise in unarmed combat, spending a weapon proficiency slot to improve their combat ability with either punching or wrestling – or both, for two slots.

Punching

If a character spends a weapon proficiency slot to specialise in punching, he gains a +1 to attack and +2 to damage rolls.

Wrestling

If a character spends a weapon proficiency slot to specialise in wrestling, he gains a +1 to attack and damage rolls, and a +1 bonus to his CMB and CMD.

Unarmed Mastery

Fighters, gladiators, and sensei psionicists can continue to specialise in unarmed combat, much as with weapons, extending their skill through mastery, high mastery, and grand mastery.

Mastery

To achieve mastery in unarmed combat, a character must first specialise in an attack form (punching or wrestling). Then, at 6th level or later, he can spend another slot to become an unarmed master.

This imcreases the attack and damage bonuses to +3 each and grants an additional +2 bonus to CMB and CMD in the case of wrestling.

Martial Arts

Characters must spend a proficiency slot to learn martial arts. Warriors are not automatically proficient in martial arts. Using martial arts is just like punching or wrestling – 25% of all damage is real, and the rest is temporary.

A martial artist is not considered unarmed, so armed opponents do not attack first and do not gain a +4 bonus to hit and damage against a martial artist.

Gladiators may apply their +4 unarmed combat bonus to martial art attack rolls.

A character with martial arts proficiency must make a successful attack roll and inflicts damage based on the Martial Arts Results Table plus Strength bonus, if any.

Attack Roll is the modified attack roll. On a hit, use this entry on the table to determine the result.

Martial Arts Results Table

Attack Roll	Manoeuvre	Damage	KO %
20+	Head Punch	3	15%
19	High Kick	2	10%
18	Vitals Kick	2	8%
17	Vitals Punch	2	5%
16	Head Bash	1	5%
15	Side Kick	1	3%
14	Elbow Shot	1	1%
13	Body Punch	1	2%
12	Low Kick	1	1%
11	Graze	0	1%
10	Body Punch	1	2%
9	Low Kick	1	1%
8	Body Punch	1	2%
7	Knee Shot	1	3%
6	Side Kick	1	5%
5	Head Bash	2	10%
4	Vitals Punch	2	10%
3	Vitals Kick	2	15%
2	High Kick	2	20%
1 or less	Head Punch	3	30%

Damage is the amount of punching damage inflicted, modified by Strength or specialisation. Only 25% of punching damage is real; the rest is temporary, unless the attacker has the Lethal Brawler specialisation.

KO % is the chance of instantly knocking out a humanoid opponent. Thri-kreen and half-giants are immune to instant knock-outs, but can be knocked out by normal damage.

Martial Arts Specialisation

Fighters, gladiators, and characters with the sensei kit can specialise in martial arts by spending a weapon proficiency slot. Table bonuses modify the result on the Martial Arts Results Table. With a table bonus, the character may select any manoeuvre within the bonus range in either direction.

If a character spends a weapon proficiency slot to specialise in martial arts, he gains a +1 to hit, +2 damage, and a +1 table bonus.

Martial Arts Mastery

Fighters, gladiators, and sensei psionicists can continue to specialise in martial arts, extending their skill through mastery, high mastery, and grand mastery.

Mastery

To achieve mastery in martial arts, a character must first specialise in this combat form. Then, at 6th level or later, he can spend another slot to become a martial arts master.

This imcreases the attack and damage bonuses to +3 each and grants an additional +2 table bonus.

Equipment

This chapter details new equipment for your Dark Sun game. First, there are expanded tables of foodstuffs and other trade goods. Following this are two categories of equipment from areas outside the Tablelands. As such, you will need to consult with your kind and generous Dungeon Master regarding the availability of these item.

The first category of equipment covers goods found in the lands of Marnita, the Last Sea. Lying to the uttermost north of the known world of Athas, this region is extremely isolated, its existence a closely guarded secret. Even reaching this region involves trversing some of the most terrifying terrain on the planet.

Once there, obtaining this equipment is not difficult. Assuming that a character has been accepted into Marnitan life, they will be able to buy and sell just like any other denizens in the lands of the Last Sea. Removing such goods from the region could prove more troublesome, however, and is bound to bring the attention of the Lawkeepers.

The second category of equipment is the life-shaped creations of the rhul-thaun halflings from the Jagged Cliffs. This off-shoot of the ancestral halflings of Athas dwell in a cliff-face society far to the west of the Tablelands. Like the Marnitans, they are insular, as much due to the geography of their home than anything else.

The life-shaped are living creatures, grafts of organic tissue, biological machinery, and other strange creations of the rhul-thaun. Needing nourishment and care, these entities serve the rhul-thaun in all manner of functions, from guards and pets to furniture and clothing.

This section includes a brief overview of the life-shaped, detailing the major types and appropriate riles for their use in play, but for more details consult your kind and generous Dungeon Master or see **Wind Riders of the Jagged Cliffs**. Life-shaped material will only appear in the game though play.

Also included are common wages for rhul-thaun in their own society and other pertinent information.

Foodstuff and Trade Goods

The prices below are the average for foodstuffs and other trade goods in the Tablelands. Price variation and non-availability are common. Also included is a general, high-level price list for trade goods.

Meats

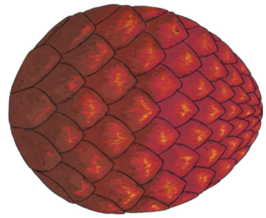
Item	Cost per Pound
Common Meats	
Aprig	2 cp
Boneclaw	9 bits
Boneclaw, greater	4 bits
Erdlu	7 bits
Erdland	3 cp
Gorak	8 bits
Jankx	1 cp
Inix	4 cp
Kip	6 bits
Kitsus	1 cp
Lizard	6 bits
Renk (approx. 3 renks to one pound)	1 bit
Rotgrubs	9 bits
Silt crabs	4 cp
Silt mussel	2 cp
Silt spawn	6 cp
Silt serpent	3 cp
Snake	7 bits
Sygra	5 bits
Z'tal	6 bits
Expensive Meats	
Carru	10 cp
Cha'thrang	30 cp
Cloud ray	100 cp
Crodlu	15 cp
Fish	80 cp
Inix tail	8 cp
Kirre	50 cp
Mekillot	25 cp

Grains

Item	Cost per Pound
Bread	1 bit
Sweet bread	2 bits
Faro needles	3 bits
Honey barley	1 cp
Millet	7 bits
Wheat	3 bits

Sweets, Sweeteners, and Treats

Item	Cost per Serving
Ants, sugar-coated	8 bits
Candy, fruit	1 bit for 2 items
Candy, kank honey	1 bit for 3 items
Cheese	4 bits
Dung, spiced	1 bit
Larvae, candied	1 bit for 1 items
Lizard, sweet	8 bits
Nyssa gum	1 bit for 2 items
Pastry, kank honey	7 bits for 1 item
Pree sticks	2 bits
Red cactus grubs	1 cp per cactus
Sesame wafers	4 bits per item
Sugar	6 bits
Sugar weed	2 bits per item



Eggs and Globules

Item	Cost per Item
Aarakocra egg	10 cp
Erdlu egg	5 bits
Erdland egg	11 bits
Fire lizard egg	5,000 cp
Gorak egg	3 bits
Harrier egg	1,000 cp
Jalath'gak nectar	5 bits
Kank globule	4 bits
Kenku egg	250 cp
Kes'trekel egg	10 cp
Kitsus egg	4 bits
Pernicon egg	50 cp per lb.
Peryton egg	10d12 cp
Pterrax egg	2 cp
Pulp bee honey	5 bits
Remorhaz egg	500 cp
Rhaumbusun egg	500 cp
Thessalhydra egg	7,500 cp
Thessalmera egg	8,000 cp
Thessalgorgon egg	7,000 cp
Thessaltrice egg	5,000 cp
Wezer honey	5 cp

Beverages

Item	Cost per Gallon
Ales, Beers, and Nectars	
Ale, cactus blue	2 bits
Ale, honey barley	3 bits
Ale, Palewater	5 beads
Ale, Raam	1 bit
Ale, Tyr	2 bits
Beer, Gulg	4 bits
Beer, Tyr	5 bits
Broy	2 bits
Cider	3 bits
Mead, spiced	5 bits
Nectar, javo	1 cp
Pulque	3 bits
Teas	
Hay-frond tea	5 bits
Kola tea	4 bits
Ypr tea	3 bits
Milk	
Aprig milk	1 bit
Carru milk	5 bits
Goat milk	3 bits
Kirre milk	1 cp
Sygra milk	4 bits
Wines	
Asticles wine	10 cp
Brown wine	1 cp
Bulis berry wine	5 cp
Klick-win	10 cp
Milkwine	1 cp
Palm wine	2 cp
Port	20 cp
Red wine	3 cp
Sapwine	5 bits
Scuppernong wine	6 cp
Wine, elven	5 cp
Wine, spiced	8 cp
Water	
Water (per mug)	1 bd
Water (per bottle)	1 bit
Water (per gallon)	2 bits
Water (per tun, 250 gallons)	10 cp

Fruits and Vegetables

Item	Cost per Pound
Acorns	3 cp
Agafari nuts	7 cp
Almonds	4 cp
Apples	2 bits
Bamboo shoots	3 bits
Bananas	8 bits
Baobab gourd	2 bits
Beans	4 bits
Bergo	5 bits
Berill moss, dried	2 bits
Berries	2 bits
Betel nuts	3 cp
Broy beans	1 bit
Bulis berries	3 bits
Cabra melon	2 cp
Cactus	5 bits
Cactus, red (without any grubs)	8 bits
Cactus, prickly pear	1 cp
Cactus, rock	2 cp
Cactus, spider	4 cp
Chadnuts	3 cp
Cherries	4 bits
Copra (dried coconut)	9 bits
Corn	4 bits
Dates	7 bits
Dem bush	1 bit
Faro, fruit	30 cp
Figs	1 bit
Geja	10 cp
Gourds	1 cp
Grall	6 bits
Grapes; green, orange, purple, white	2 bits
Guava	3 bits
Gyava berries	2 cp
Javo	6 bits
Junnfruit	10 cp
Jute	2 bits
Kola nuts	4 cp
Lemons	3 bits
Limes	3 bits
Mangoes	4 bits
Mushrooms	1 cp
Neep	1 bit
Nectarines	2 bits

Fruits and Vegetables (continued)

Item	Cost per Pound
N'ku'ru'ma	2 bits
Oleracea	1 bit
Olives	3 bits
Oranges	4 bits
Peaches	3 bits
Pears, blue, orange, red	2 bits
Peppers	3 cp
Plums	3 bits
Pomegranates	7 bits
Raisins	4 bits
Rice	1 bit
Roots, edible	2 bits
Scuppernong	5 cp
Siltweed	2 bits
Silverbush	4 bits
Star fruits	13 cp
Soybeans	8 bits
Tarange	4 bits
Thornberries	6 bits
Tubers	6 bits
Velgest fruit	20 cp
Welela	1 cp

Miscellaneous Trade Items

Item	Cost
Feather, sitak	3 cp
Feather, z'tal	1 cp
Fur, white sandhowler	150 cp
Fur, sandhowler	15 cp
Fur, jankx	8 cp
Fur, zhackal	10 cp
Hide, carru	10 cp
Hide, constrictor serpent	100 cp
Hide, giant dragonfly	600 cp/sq. ft.
Hide, rhaumbusun	1 cp/HD
Hide, so-ut	1,000 cp
Hide, sygra	5 cp
Ichor, jishin mushi	20 cp
Mandibles, tenebrous worm	1,000–3,000 cp
Resin, ock'n	10 cp/sq. ft.
Shell, aprig	10 cp
Shell, boneclaw	300 cp
Shell, scrab	10 cp
Wings, jalath'gak	50 cp

Spices

Item	Cost per Pound
Butter	1 cp
Cloves	15 cp
Garlic	5 cp
Pepper	12 cp
Salt	3 cp
Vanilla	10 cp
Vinegar (gallon)	2 cp

Meats

The meats that make up an Athasian's diet can be prepared in a variety of ways. In the city-states the most common methods of preparation are bite-size bits on a skewer cooked over an open flame, or a grilled steak grilled. For long journeys, meat is smoked or dried and preserved in salt. Only rich merchants and caravan captains are served prepared meat; the rest of the caravan is typically fed a stew using leftover scraps.

Aprig: Aprig meat is succulent with a nutty flavour.

Boneclaw: One boneclaw provides 25 pounds of meat. Each has a sac on its back containing 1d4 pints of water, tainted by the boneclaw's poison. Creatures drinking the water unpurified are affected by the ingested version of the boneclaw poison (slowing natural healing to 20% of its normal rate for six hours).

Boneclaw, Greater: A greater boneclaw can be eaten but the meat is tough and stringy. One greater boneclaw provides up to 125 pounds of meat.

Carru: One carru can provide 200 to 250 pounds of meat. Carru is a red meat. Wild carru meat tends to be much leaner than that from domesticated carrus, which is fatty and has more flavour. All carru have a sac behind their heads which contains 3 to 9 pints of water.

Cha'thrang: The meat of a cha'thrang is very expensive and only eaten by nobles on those rare occasions when it is available. The meat must be specially prepared to ensure that the toxic lime from the creature's shell is removed before cooking. The meat is very tough, making it difficult to eat in large chunks, and thus it is typically ground up and added to stews and soups.

Cloud Ray: The meat of a cloud ray is very expensive and rare. A single cloud ray could easily provide an entire settlement with enough meat for 2 to 3 months.

Crodlu: Crodlu meat is tough and stringy. Some enterprising cooks have found ways to use the meat in stews and other dishes to compensate for its texture. One dish involves ground crodlu meat mixed with rice.

Erdlu: Erdlu meat is common, often stewed or grilled. The meat does not need to be fully cooked to be safe and so can be prepared medium rare. It has no aftertaste. In Draj, some popular dishes include erdlu stew and steamed corn, a dried, pemmican-like erdlu meat, and spiced erdlu meat with vegetables.

Erdland: The large erdland provides up to 700 pounds of meat which tastes similar to erdlu.

Fish: Fish is the rarest of delicacies in the cities of the Tablelands. Only the riches nobles and templars have tasted fish flesh. The fish are typically farmed in specially maintained pools.

Gorak: Gorak meat is of common quality and leaves a strong, greasy aftertaste.

Inix: An inix can provide a lot of meat, but most of it is lean and tough. The tail meat of an inix, however, is a delicacy. Despite the quality, inix meat is versatile and used in a variety of dishes. In Tyr, inix meat is fried. Fillet of inix in a spicy sauce is a dish served in Raam. The meat can be added to a rich stew, as is done at banquets for the nawab nobles of Raam.

Jankx: The meat has a gamey taste but is palatable. Because of the poison sacs, caution must be taken when preparing jankx. As a general rule, one jankx provides a meal for one man.

Kip: Kip meat is fatty and greasy. Kip sausages are served with biscuits in Tyr, while kip meat is a staple of many dwarven communities. One kip can provide meat for up to two meals. The meat of one kip can also be made into a stew that will easily feed six.

Kirre: Kirre meat is considered some of the finest available in the Tablelands. This has lead to over-hunting that has wiped out the kirre in the Crescent Forest, making the meat very difficult to obtain.

Kitsu: Kitsus are small bird-lizards. Their meat is tasty but dries quickly if overcooked.

Lizard: There are numerous types of small lizards used for nourishment throughout the Tablelands. Lizard meat is most often used in spicy stews. Small lizards live in the rocky badlands and foothills of the Ringing Mountains and can provide a decent and nourishing meal for a desert traveller. Sweet lizard meats are sold at the arena in Tyr.

Mekillot: Mekillot steak is a staple for nobles and rich merchants. It is rich and juicy and typically prepared in thick cuts. In Raam, mekillot steak in a wine and berry sauce is served at banquets for nawab nobles and other powerful figures.

Rat: Rats are found in the wilds and in every city-state of the Tablelands. The slaves and the very poor will often trap them for their meat.

Renk: Renks are small slugs that are eaten raw. Each slug has four ounces of water within it. When consumed raw each renk provides the equivalent of a 1/2 cup of water. An active man would need to eat 32 renks a day to replace his water requirement for the day.

Rotgrub: Fried rotgrubs are served in many bazaars.

Silt Crab: Silt crabs live on the shores of the Sea of Silt. Most are the size of a man's fist. They must be boiled in water before eating as a toxin is released into the crab's flesh when killed. While the toxin is not lethal, eating more than a couple of crabs in this way would cause the victim to become violently sick and regurgitate any food they had recently consumed.

Silt Mussel: These molluscs live in the Silt Sea. They have an oblong shell, about an inch long, that must be pried open to get to the meat. Mussels can be eaten raw, but taste very dry and gritty due to their silty environment. In most city-states they are boiled in water. In Raam, silt mussels are served with a peppery sauce.

Silt Spawn: Silt spawn meat is tasty and can be used as a source of food. Giants hunt silt spawn for food and consider them a delicacy.

Silt Serpent: The giants and others who live along the shores of the Sea of Silt know that silt serpents make excellent meals. Their meat is sweet, tasty and juicy, and can be eaten raw or cooked over a slow-burning fire. The Sky Singers elf tribe makes a famous dish using silt serpent meat and faro leaves. The meal, called *alrasb* in elven, can be sampled in Nibenay's Hill District or the food tents of the Sky Singers' roadside bazaars.

Snake: Athasians include a variety of snakes in their diets. In cities snakes are usually cooked on skewers, chopped into round slices with the skin still on – cooks claim this helps to keep in the flavour. Whether true or not, the skin must be removed before eating. Harmless albino snakes can be found amongst the crags and foothills of the Ringing Mountains. These snakes can provide a safe meal for a desert traveller.

Sygra: Sygra meat is palatable but unremarkable.

Z'tal: The meat of a z'tal is dense and coarse. The tail and hind legs make excellent eating and are considered the choice portions. The tail and legs are often roasted and can provide up to six meals. Z'tals can be used to prepare a stew. One z'tal can provide enough meat for a stew that would feed 12 people.

Grains

Bread: In the Tablelands, bread is made using various ingredients and techniques. Besides bread made from flour, millet, wheat, and other grain, faro needles are also ground up and used to make bread. Most bread is unleavened flat bread, though biscuits and buns are available. There is a common sweet bread made with kank honey that is sold in most marketplaces.

Grain, Honey Barley: Honey barley was developed to be cultivated using both water and kank honey. This gives it a sweeter flavour than normal barley.

Sweets, Sweeteners, and Treats

Ants, Sugar: Sugar-coated ants are a sweet snack.

Candies: Candy is made from baked kank honey or fruit pulp.

Cheese: Cheese is made from goat or other animal milk; cheese made from carru milk is preferred by most Athasians.

Dung, Spiced: Chewing dung is made from heavily spiced, near-white inix dung. It is used as a treat in poor areas of Draj.

Larvae, Candied: Candied larvae are the colour and shape of jelly beans but wiggle about. They are served as a dessert.

Nyssa: The nyssa tree has very tough bark which, if tapped, produces a thick white sap that hardens into a resin after exposure to air. The resin of nyssa is chewed like gum.

Pastries: Flaky pastries are a common dessert served at noble banquets. The bread-like exterior is crumbly and is filled with kank honey or fruit pulp.

Red Cactus Grub: Red cacti often contain little warm grubs about the size of a thumb. Most bulbs contain 1- to 3-dozen grubs. The grubs have white, scaly bodies and brown heads, and are considered a juicy treat. Some people pop off the heads before sucking the insides out, while others eat the grubs whole. The taste is rich and gamey, and a little too sweet for some.

Sesame Wafers: Sesame wafers are a light treat for nobles. They are made from sesame seeds and honey.

Sugar Weed: Sugar weed is sold by street vendors. It is a long green stalk with a white bulb at its end. Chewing the weed releases mild sugars stored in the bulb. Street vendors enhance the taste by dipping the stalk in sugar.

Eggs and Globules

Aarakocra Egg: Aarakocra eggs are not sold as food – their taste is unpleasant – but as chattel so that the hatchling that emerges can be raised as a slave. Aarakocra who discover the sale of their eggs do not forgive the slight.

Erdlu Egg: Erdlu eggs have a wrinkled, leathery shell, but are delicious and nutritious. When eaten raw, the red yolks have a zesty, gamey taste that is satisfying and invigorating. The whites form a spongy cake that tastes like cheese when cooked. If eaten raw, the egg can take the place of a day's water requirements, but only for up to a week. The egg of an erdlu is an excellent source of nutrition, and can keep a man alive for months at a time as the eggs are packed with nutrients and essential vitamins.

Erdland Egg: Erdland eggs are less tasty than erdlu eggs, but are large enough to provide food for three men; the eggs are three feet in diameter.

Fire Lizard Egg: The egg of the fire lizard is a rare find in the dens of these creatures and is sold so that the hatchling can be raised in captivity.

Gorak Egg: Gorak eggs are delicious and oft-sought after. The shell is leathery but not as tough as an erdlu egg, making them more fragile. The brown yolks provide most of the flavour while, the whites are soft and spongy.

Harrier Egg: Harriers are raised in captivity to act as guards, but must be trained from the moment of hatching. For this reason, harrier eggs are sold, commanding a very high price, while untrained hatchlings have no market value.

Jalath'gak Nectar: The abdomen of a jalath'gak yields 16 gallons of water. It also yields blood and nectar that can be filtered to provide 32 meals.

Kank Globule: Kank meat cannot be eaten; when a kank dies its flesh emits an odour so foul that not even a starving man can stomach it. Food-producer kanks create a melon-sized honey globule that is very sweet. The honey is thick, green, and provides the eater with plenty of energy. Kank honey is very nutritious and can sustain a man for two or three weeks with no other means of nourishment.

Kenku Egg: Like aarakocra, kenku eggs are sold so the hatchlings can be raised as slaves.

Kes'trekel Egg: In Nibenay the eggs of a kes'trekel are a delicacy, but only if procured and eaten within two weeks of being laid.

Kitsu Egg: Plain but palatable, kitsu eggs are a staple of most Athasians' diets as kitsus are farmed in great numbers in most city-states.

Pernicon Egg: While the live pernicon is prized as a water-finder, the eggs are savoured by the desert tribes.

Peryton Egg: The cunning and malevolent peryton is a beast of the wastes but its eggs are sought after by merchants, defilers, and nobles desiring an unusual guard, an exotic pet, or even a monstrous companion.

Pseudodragon Egg: So rare as to be legendary, the egg of the pseudodragon can fetch a very high price due to the chance of hatching one of the creatures.

Pterrax Egg: The eggs of pterrax are a very valuable source of food for those dwelling in mountainous regions. The eggs are almost two feet in diameter and one pterrax egg provides up to two meals.

Pulp Bee Honey: Worker pulp bees produce a sweet tasting liquid that is very nutritious. One quart of the liquid can provide a human with enough nutrients for two days. The honey hardens into resin a day after been produced. When it hardens the honey loses some of its nutritional value but can still provide the nourishment of one day's food.

Remorhaz Egg: The terrifying desert remorhaz can be trained as a guard beast if raised from the egg, for which reason these are sold on the open market.

Rhaumbusun Egg: The rhaumbusun makes a desirable guard due to its paralysing stare. Its eggs are sold so that the creature can be raised in captivity.

Thessalmonster Egg: Freakish hybrids, the thessalmonsters descended from ancient magical experiments. Now their eggs are sought after so that the hatched creature can be raised in captivity as a guard or set to roam usually unused areas.

Wezer Honey: Wezers produce a honey on which they feed. Although not the most delectable of the various honeys available to Athasians, its unique flavour and rarity makes it an expensive delicacy.

Spices

Butter: Butter is available in Nibenay.

Cloves: Cloves come from Gulg.

Salt: Salt is of major importance to the Athasian diet. Salt is the easiest way to replenish the body's nutrients that are lost through sweat after toiling all day under the hot Athasian sun. If these nutrients are not replaced, it leads to weakness, muscle spasms, and eventually death.

Because of its importance to health and well-being, salt is rationed on caravans as well as in the armies of the sorcerer-kings; every member is given their salt ration each day. Salt is also used to preserve meats for long desert journeys.

Vanilla: Vanilla is exported by both Gulg and Nibenay.

Beverages

Ale: Raam and Tyr both export ale. Cheap ale is served warm.

Aprig Milk: Aprig milk is of poor quality.

Asticles Wine: Asticles wine is pale gold, with a tart, dry scent. It has a light taste that leaves the mouth dry. It is a very fine drink and, as such, is very expensive. Asticles wine is the preferred drink of nobles in Tyr.

Beer: Gulg exports beer. Cold beer is available but expensive.

Brown Wine: Brown wine is thick; an acquired taste.

Broy: Broy is made from fermented kank nectar. Spiced broy and watered-down broy are also available. When served plain, it is potent and foul tasting. However, broy can be served warm and spiced with a pungent herb that disguises its sourness, as well as enhancing its intoxicating powers.

Bulis Berry Wine: Bulis berries can be made into a wine with a dark blue-purple colour. The taste is sickeningly sweet and so is often mixed with water.

Cactus Blue Ale: Cactus blue ale is served in Tyr and is made from fermented grall. The ale has a strong, rough taste and is very potent.

Carru Milk: The milk from a carru is of good quality. Female carrus provide a thick, creamy milk full of fat and nutrients. A female carru products three gallons of milk each day. The milk only keeps for a few days.

Cider: Gulg exports cider.

Elven Wine: Many elven tribes make their own wine, though the process and quality vary from tribe to tribe. The Fastcoin elven tribe specialises in a simplistic elven wine, light on taste but fast and cheap to produce. Sky Singer wine, on the other hand, is made from kank honey and is potent in both flavour and strength.

Goat Milk: Fermented goat's milk is served in bars.

Hay-frond Tea: The tea made from hay fronds is sweet and refreshing.

Honey Barley Ale: Honey barley ale is made from honey barley. It has a smooth taste that is slightly sweet.

Javo Nectar: Fermented javo nectar is potent. The nectar retains the sweet flavour of the javo, but does not have the obnoxious smell.

Kirre Milk: The female kirre produces milk, but they have not been domesticated, making obtaining kirre milk a difficult process at best.

Klick-win: Klick-win is a sickly-sweet wine made from fermented flowers by tohr-kreen.

Kola Tea: Kola nuts are from Gulg and can be powdered and steeped in water. The resulting beverage stimulates the mind and wards off sleep.

Milkwine: A gummy liquid brewed from cactus sap.

Palewater Ale: Palewater ale is served in Salt View. It has a rough yet simple taste.

Palm Wine: Palm wine is of poor quality but is affordable to the lower classes.

Port: Good port is available. A sweet dessert wine, it is drunk exclusively by the nobility.

Pulque: Pulque is fermented cactus juice that is drunk in Draj. Pulque comes from the huge maguey cactus. The taste is milky and slightly sour.

Red Wine: Thick red wine is served in Tyr.

Sapwine: Sapwine is tart. Fermented from tree resin, it has a powerful kick. Most consider it the foulest drink available in the wine shops of Tyr and Gulg.

Scuppernong Wine: Scuppernong can be fermented into a silver wine that is thick, with a slightly bitter taste.

Spiced Mead: Spiced mead is served in many taverns.

Spiced Wine: Spiced wine is sold in wine shops. The wine is mixed with a variety of spices to give it a strong flavour.

Sygra Milk: Sygra milk is of good quality.

Yypr Tea: Boiling the hard, flat needles of the yypr tree produces a refreshing tea.

Fruits and Vegetables

Unless otherwise noted, all fruits ripen only once per year, near High Sun, and may be scarcer during the rest of the year. Only in the Forest Ridge and Crescent Forest do fruits ripen more than once per year. Vegetables, on the other hand, are readily available throughout the year. For desert travellers, most plants found in scrub plains are safe for humans to eat, but halflings and dwarves should avoid eating anything with purple spots as these cause feverish deliriums and terrible stomach-aches.

Agafari Nut: The nuts of the large agafari tree are edible.

Baobab Gourd: The gigantic baobab tree produces a gourd-like fruit that is edible. Some species have a sour taste.

Bergo: The bergo fruit grows on a tree. The bergo is pear-shaped and has red skin covered in soft green spines. The interior is yellow and contains many tiny seeds; the seeds are about the size of a sesame seed and are edible. The taste of a bergo is mildly sweet and the texture is crunchy due to the seeds.

Berill: Berill is a blue-green moss that often carpets the soil of the Crescent Forest. In open clearings, the moss dries to a thin shell which crackles when stepped upon. In this state it is edible and tastes like dried tea leaves.

Berries, General: Various berries gathered from the Crescent Forest are part of the Gulgan staple diet, including blackberries, blueberries, mulberries, and raspberries.

Betel Nut: Betel nuts are eaten by most citizens of Nibenay. Eating the nuts over the years stains the teeth. The Nibenese also grind the nuts into tasty pastes.

Broy Bean: Broy beans take their name from the drink, but have little in common with broy. The flat, dull yellow beans taste horrible, reminiscent of bad broy. However they taste, the beans are a big source of protein for those desert communities lacking large animal herds.

Bulis Berry: Bulis berries have a hairy, thick brown skin, making it difficult to peel. If one has the patience to peel off the thick skin the small purple centre can be eaten and has a sweet, flowery flavour.

Cabra: Cabra melons are thick-husked fruits that have a succulent taste. The inside of a cabra melon has wedges similar to an orange.

Cactus, General: Many variety of cacti can be eaten. Cacti are most often eaten raw, although some varieties are cooked. Honey-boiled cactus is served in the elven market in Nibenay.

Cactus, Prickly Pear: The prickly pear is a red fruit from the prickly pear cactus. It is sweet, but care must be used when peeling the skin because of the hundreds of tiny needle-like spines. The prickly pear is a popular choice to make candy or other snacks involving fruit pulp.

Cactus, Red: Red cactus is a round succulent plant with spiny thorns, about the size of a man's head. The cactus is typically used to harvest red cactus grubs, but the fruit of the cactus can also be eaten.

Cactus, Rock: A rock cactus can be peeled if it is first incapacitated. Each rock cactus provides approximately one pound of food. The taste is vaguely similar to apples. In addition, a rock cactus provides up to four pints of water.

Cactus, Spider: Inside a spider cactus is one gallon of a honey-like liquid that is similar in consistency to an erdlu egg. Each cactus contains one gallon of the liquid, which can be substituted for either food or water. One gallon can replace one gallon of water or provide nourishment for four meals.

Chadnut: The chadnut is sweet. People place them in their mouths and suck on them to get the flavour. The seeds of the chadnut are peppery, burning the tongue and making the eyes water. The seeds leave a fiery aftertaste in one's throat.

Copra: Copra is dried coconut. The city of Gulg exports a lot of copra throughout the Tablelands.

Corn: In Draj, large fields of corn are grown; it is a mainstay of the Draji diet.

Date: Dates are a delicacy that are enjoyed as a snack or appetiser by the upper classes. For the desert traveller, dates can be a life saver, as dates grow on palm trees that often surround an oasis.

Dem Bush: Dem bushes are not very tasty, but they do provide nourishment to a desert traveller. They grow in rocky badlands, especially near the Ringing Mountains.

Faro: Faro is a dwarf cactus tree, as tall as a man, with a handful of scaly stems that rise to a tangled crown of needle-covered boughs. It grows a blossom that blooms delicious fruit only once per decade. Faro blossoms have a sweet scent with huge red flowers on the rare occasion that they bloom. Faro is a cash crop. Each piece of sweet fruit is a delicacy worth more than the plant itself. More common uses are found for the needles of the faro. Faro needles can be ground into flour for bread and are also a common ingredient in stews. The needles are made into a gruel for slaves. On many a voyage across the Silt Sea, the galley slaves eat mouldering faro.

Fig: Figs are a pleasant snack for those who can afford it. The city of Nibenay cultivates fig groves in the Crescent Forest that provide most of the figs available in the cities of the Tyr region. Fig trees often surround an oasis in the desert, providing much needed nourishment to the desert traveller.

Geja: Geja is a sweet, delicate, soft-skinned fruit which is only ripe for a few days each year. Geja can be dried in the sun, and retains its sweetness when dried.

Gourd: The two most common gourds found in the Tablelands are the *tulifer* and the *cucurbata*. Tulifer looks like an oval, orange melon with green horns or spikes. The yellow-green flesh is soft and gel-like. If eaten raw it tastes very sour and salty, but if allowed to ripen the sourness is not as strong. Cucurbata is large, over a foot in diameter. It is reddish-brown in colour, with a warty exterior. The white flesh is crunchy and watery but becomes bitter as it ripens. When fully ripe the flesh softens and takes on an orange colour; by that point the gourd is too bitter to eat.

Grall: Grall is a squat, thorny cactus that is eaten raw, though it tastes bitter.

Gyava Berry: Gyava berries grow on short, creeping shrubs that resemble vines. The slender, wiry stems have small, sharp leaves. The tiny berries are less than a quarter-inch in diameter and are bright red when ripe. The gyava berries are sweet but have a strongly acidic taste. The berries can be crushed for fruit juice or made into dyes.

Javo: Javo is a large oval fruit with a thick, brown, spiny skin, similar to a pineapple. The smell is a horrible cross between excrement and onions that is detectable from half a mile away when the fruit is fully ripe. Because of the overpowering smell, most city-states have banished the cultivation of javo to isolated client villages. The inside of the javo is very soft, and contrary to its revolting aroma, the custard-like interior is nutty and sweet.

Junnfruit: Junnfruit has a tough orange rind, but inside it is meaty and juicy. It is eaten by nobles and rich merchants, who can afford it as a sweet snack.

Jute: Jute is a fibrous plant with shiny green leaves. The leaves are often eaten in Raam and Gulg but have a slimy taste. Sometimes the slimy taste is counteracted by adding a large pinch of salt.

Kola Nut: Kola nuts are from Gulg. Chewing on kola nuts too much stains the teeth and lips brown and gives one's breath a bitter tang.

Neep: Neep is a thick-rooted vegetable with an orange colour and a bland flavour. It is often mixed with other food when eaten.

N'ku'ru'ma: N'ku'ru'ma are finger-sized pods with short, fine needles which are removed before roasting. The cooked n'ku'ru'ma has a slightly sweet taste.

Oleracea: Oleracea is a succulent leafed plant. It is a staple vegetable of most diets. The oleracea has dull yellow, finely incised leaves. It is eaten raw or cooked, but is flavourless in either case.

Olive: Balic maintains large olive orchards. The olives can be eaten and are often used to make olive oil.

Orange: The Dictator Andropinis of Balic maintains a private orange grove outside his palace. It is reputed to be tended by druids who are forced to spend their entire lives in the grove.

Pepper: The Draji cultivate both red and green peppers. Their fierce taste is shunned by many who do not understand why the Draji would want to eat something so hot in Athas's scorching environment, but they are still popular with many.

Pree Stick: Pree sticks come from a thick, salt-crusted, leafy plant that grows in salty water. The leaves are baked in the sun to create a crispy salty snack.

Scuppernong: The scuppernong is a hearty, rough-skinned silver berry that grows on small shrubs.

Silt Weed: Silt weed grows along the coastline of the silt sea. Some rare varieties are edible.

Silverbush: Silverbush is a desert plant that stores water in its trunk as a milky sap. It is edible but has a bitter taste. Hot spices are often added to make it more palpable.

Soybean: Roasted and salted soybeans are a cheap snack for the spectators in the arena in Nibenay. Soybeans are also added to vegetable dishes to make them more filling.

Tarange: Tarange is a sweet pear-shaped fruit, slightly tangy in flavour, although the skin is not edible. The colour of the skin varies, ranging from purple to orange. The centre pith is full of inedible seeds.

Thornberry: Thornberries are orange berries a quarter of an inch in diameter. They are soft and juicy. Harvesting thornberries is difficult as the thornberry bush has long, thin leaves studded with sharp thorns. The berries also have a sharp thorn on their underside that must be removed before they are consumed. Many farmers simply crush the berries whole to make juice and then later filter out the thorns.

Tubers and Roots: Tubers and roots are a large part of the diet of most desert communities. The most common tuber is the *solanu*, a sturdy brown tuber that is marked above ground by hairy stems sprouting large leaves. After it is peeled, the solanu can be eaten raw, dried, or cooked. The flesh is white, and a woody pit, slightly yellow in colour, runs down the centre. The flesh darkens quickly when exposed to air, spoiling the solanu's flavour within a day of being peeled.

Ulenta is the most commonly grown edible root. Different species of ulenta have tastes that ranges from very bitter to only mildly so, although bitterness is common to all varieties. Ulenta cannot be eaten raw because the bitter taste is a sign of a toxin that naturally forms in the root; the more bitter the taste, the higher the dose of toxin. Cooking the ulenta is usually sufficient to eliminate the toxin. Ulenta has little taste but makes for a filling meal.

Velgest Fruit: The fruit of the velgest tree, the vel, is craved by nobles and rich merchants as a dessert. The taste is sweet and slightly acidic. The velgest tree grows in areas of high humidity such as the Crescent Forest.

Welela: The welela fruit is a long, thin, prickly gourd with flavourful meat that contains a fair amount of water.

Miscellaneous Trade Items

Feather, Sitak: The hunters of Nibenay prize sitak feathers and have hunted the bird almost to extinction in the Crescent Forest.

Feather, Z'tal: Z'tals' sharp, flexible feather-scales are used as small knives and razors. The scales dull after a week of regular use and cannot be resharpened.

Fur, Sandhowler: The pelts of these creatures are prized for their rarity and beauty, the albino most of all.

Fur, Jankx: Jankx pelts are highly prized for trade due to their golden colour.

Fur, Zhackal: Zhackal fur is fairly valuable, but it takes quite a few zhackal skins to make anything that could be sold – ten unmarked zhackal would be required to make a square yard of usable material. The fur is used to manufacture clothing which resembles cotton in its ability to breathe and also wears very well.

Hide, Carru: Carru hide takes dye well and can be used to make clothing, furniture coverings, or tents. The tougher hide around the head of the carru can be stretched over a shield to strengthen it, or be used to make the flexible parts of a suit of leather armour.

Hide, Constrictor Serpent: Supple and soft, skin of the common constrictor is valuable when unblemished. The hide of the giant variety is too thick and stiff to be workable, and is valuable only as armour, not for decoration, and worth only 20 cp.

Hide, Giant Dragonfly: A giant dragonfly's skin is prized for use in apparel and decoration, particularly when the skin is magically preserved. A typical specimen yields six square feet of skin; jungle specimens can yield about eight square feet.

Hide, Rhaumbusun: The hide of these reptiles is used primarily for small items or decorations.

Hide, So-Ut: The hide of the so-ut, or rampager, is prized by armourers for the fine protection it offers. Such armour can cause the wearer to overheat, however.

Hide, Sygra: Sygra skins are durable and make good clothing or they can be made into low-grade leather.

Ichor, Jishin Mushi: The ichor of the jishin mushi is prized by incense makers, who buy it by the flask.

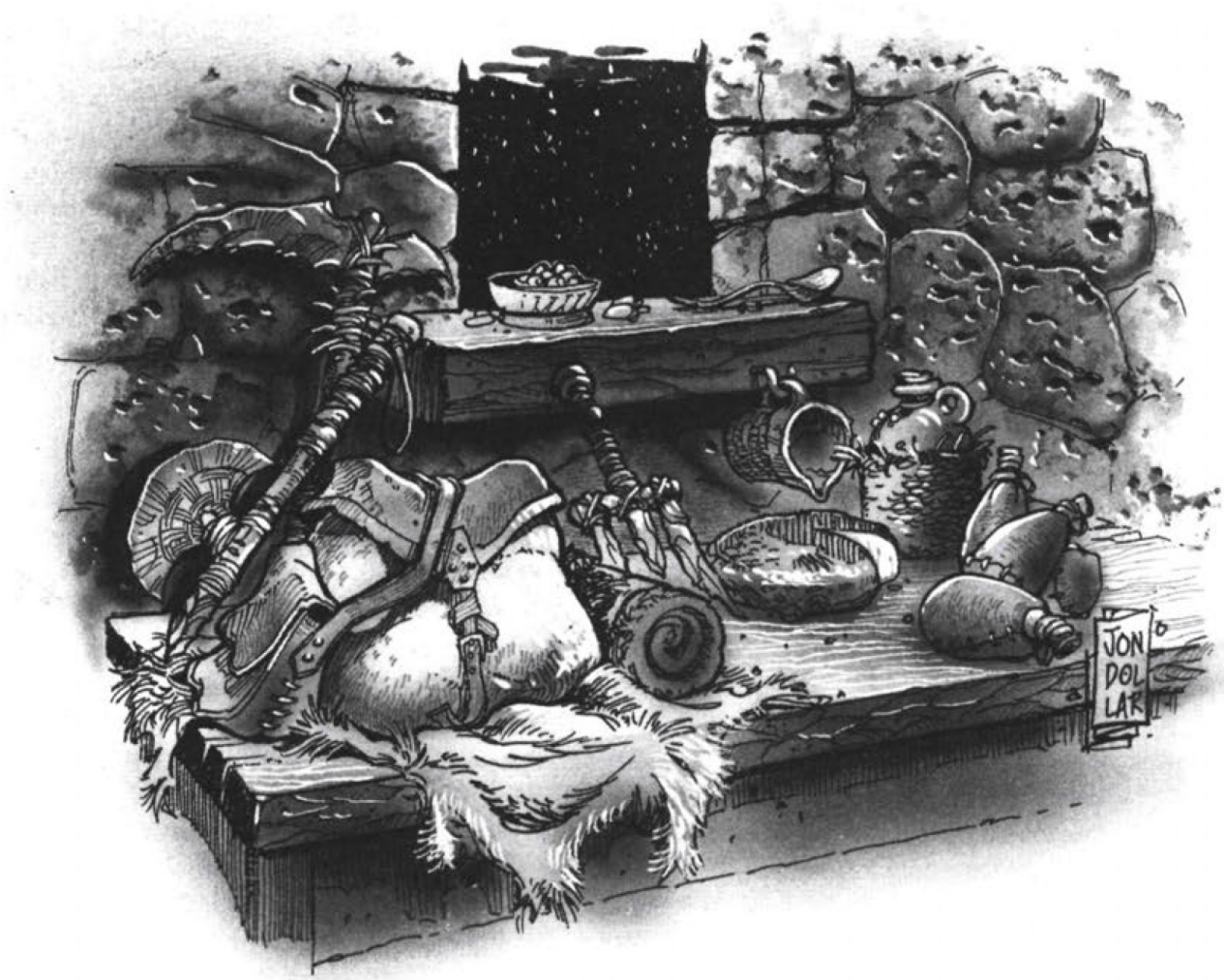
Mandibles, Tenebrous Worm: The tenebrous worm's mandibles are attractive – the lower price is for a single mandible and the higher for a matched set.

Shell, Aprig: The shells of aprigs can be used as bowls for carrying water or grain, or to make rudimentary armour pieces, but cannot be worked in any way.

Shell, Boneclaw: The shell of a greater boneclaw is prized in the manufacture of masterwork blades.

Shell, Scrab: The shell of a scrab can be used to fashion acceptable breastplates. Due to their hatred for scrabs, elves pay double market rate for scrab shells.

Wings, Jalath'gak: The jalath'gak's wings are quite valuable among the artists of the northern cities of Raam and Draj. Stretched over frames of bone or wood, images are painted on the clear medium and sold for remarkable prices.



Ships of the Last Sea

Most voyages made on and around the Last Sea are done by boat. No real roads link the villages along the coast together, and there is rarely any need for anyone to travel outside of the region. For these reasons, seagoing vessels are an important part of life on Marnita.

Surfboard: A surfboard is a lightweight slab of polished wood, six to nine feet in length. It is tapered at the front to make it easier to cut across waves, and it often has a small keel (or even two) under the rear side of the board to aid the rider in balancing the craft.

The main problem with a surfboard is that it is meant more for sport than for transportation. It can only carry one person at a time (unless being used as a makeshift raft) and the only way a person can make any real speed on it is by riding the surf. This generally makes it useless for long journeys, as the surf is obviously always pushing the board toward the shore.

To use a surfboard, the surfer must have the surfing non-weapon proficiency. Otherwise, the rider will certainly be dumped (make a seaworthiness roll every round the character is attempting to surf).

Raft: A raft is little more than a bunch of logs or planks of wood strapped together to form a floating platform. Rafts aren't very seaworthy, and are disdained by proper sailors. Still, they are cheap and are an easy way to get around the coast. Some rafts have sails. Other are simply pushed along by poles. Either way, they are not built for speed, but with a little luck, they will get you where it is you would like to be going.

Sailboard: A sailboard is basically a surfboard with a mast in the middle of it. The mast is attached to the board by a ball-and-socket hinge that allows the mast a great deal of play. The mast hoists a sail eight to ten feet tall with a handle that runs along both sides of it.

Again, a sailboard is more useful for sport than transportation, but it is a bit more useful than a surfboard. Using one is strenuous. After each hour of sailboarding, the rider must make a Constitution check. If this is failed, the rider temporarily loses an amount of Strength equal to the number by which the roll was missed. When adjusted Strength reaches 0 or less, the rider is in serious distress, as he is too exhausted to ride the board any longer, although he can still drift along floating atop it. The rider's Strength returns at the rate of 1 point every hour of rest.

If the Constitution check is passed, the rider still loses 1 point of Constitution each hour, and the check must be made again after each hour of sailboarding (also known as windsurfing). The lost Constitution also returns at the rate of 1 point per hour of rest.

To use a sailboard, the rider must have the sailboarding non-weapon proficiency. Otherwise, the rider will certainly be dumped (make a seaworthiness roll every round the character attempts to ride the sailboard).

Kayak: A kayak is a small one- or two-person craft. Only eight to ten feet long, it is powered exclusively by the rowing power of the people sitting in it. Kayakers use special paddles with a paddle blade on each side of the shaft to make it easy for paddlers to switch sides quickly and efficiently.

Ships of the Last Sea

Ship	Base Move/Hour*	Emergency Move	Seaworthiness**	Hull Points	Cost
Surfboard	1	9	5	1	1,500 cp
Raft	2/1	5	6	3	2,000 cp
Sailboard	4/1	9	7	2	3,000 cp
Kayak	2	3	8	5	3,000 cp
Rowboat	2	3	8	1d20	2,500 gp
Barge	1	2	10	2d20	500,000 cp
Sloop	4/2	12	12	3d20	200,000 cp
Yacht	5/2	13	14	4d20	500,000 cp
Corsair	6/2	14	15	5d20	700,000 cp

* The number before the slash is sailing speed. The number after the slash is rowing speed. If there is only one number, it is rowing.
** As per silt-worthiness in the **Campaign Guide**.
Note that if a surfboard, sailboard, raft, or kayak fails its seaworthiness test, the rider is dumped into the ocean, no matter how good he is at riding his chosen craft. Usually this means that the board, raft, or kayak was simply swamped. The character must make a swimming check or be submerged. If they pass, they can get right back on (or in) and try it again.

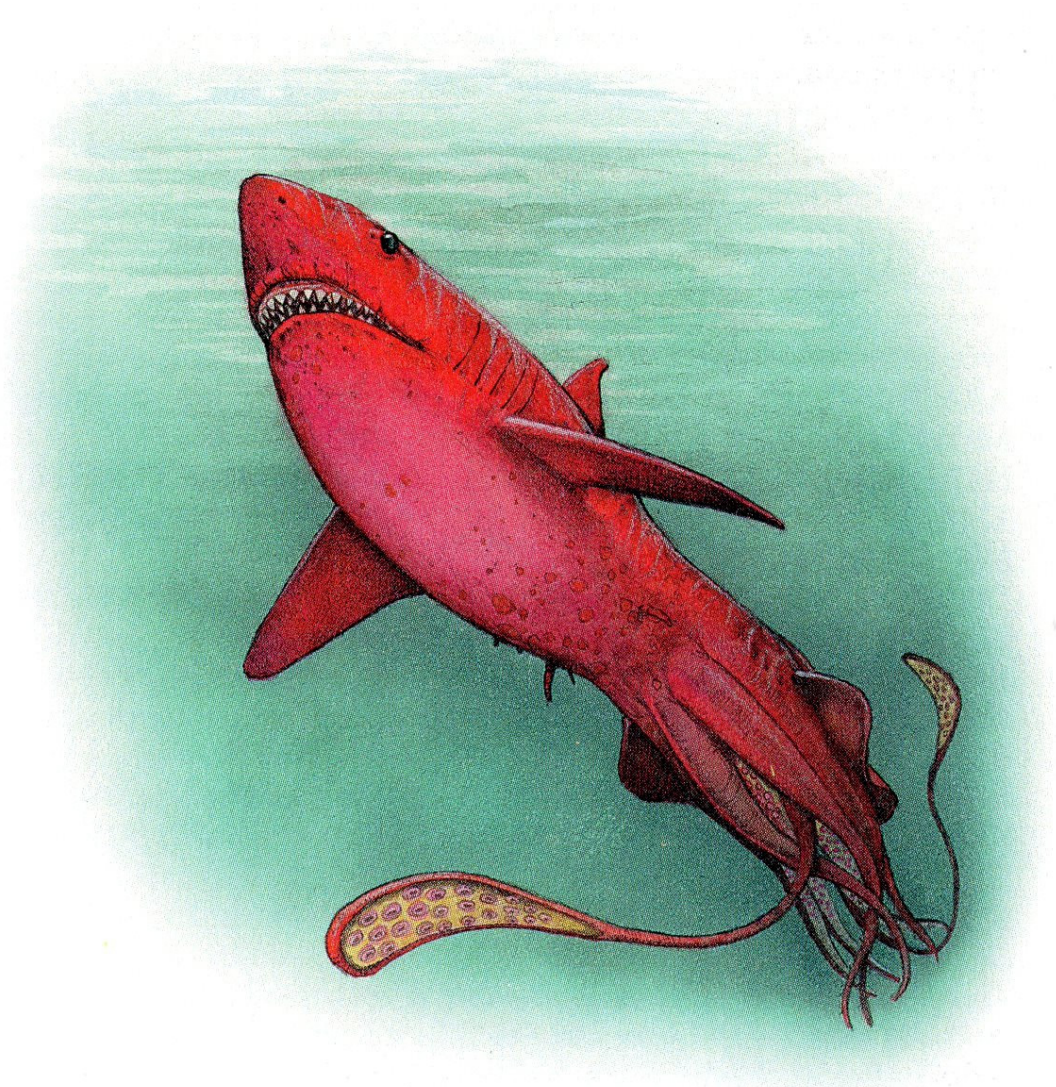
Rowboat: A rowboat is a common sight on the Last Sea, as it is an easy way to get around, and all sorts of sailors use such boats to get from shore to their ship, anchored in deeper seas. Rowboats range anywhere from 8 to 12 feet long, and are rowed by one or two people, depending on their size. Rowboat oars fit into special locks on the side of the craft This allows for easy leverage on the oars, resulting in relatively speedy travel.

Barge: Barges are a means by which large amounts of goods are shipped throughout the entire Last Sea region. They are slow but can carry phenomenal loads of cargo, up to 4,000 pounds. Barges range in size from 25 to 40 feet. They can be brought across the sea by sails on two masts, in which case they are crewed by at least six sailors. Otherwise, they are generally poled along the shoreline by crews of ten seamen or more.

Sloop: A sloop is a small, single-masted sailing ship about 30 feet long and 10 feet or less in width. Used to travel up and down Marnita's coastline, it is capable of making journeys directly across the sea. The crew of a sloop usually consists of four people, but the craft can be handled by as few as two without any loss of speed.

Yacht: A yacht is a fast, medium-sized, double-masted sailing ship about 70 feet long and 20 feet wide. It's capable of cruising up and down the coast at good speeds and cutting across Marnita at its widest points. The crew usually consists of about eight people.

Corsair: A corsair is a large, speedy, triple-masted sailing ship about 120 feet long and 35 feet wide. Nothing can beat it for speed and seaworthiness. The crew of a corsair usually comprises about fifteen well-trained sailors.



Life-Shapes of the Jagged Cliffs

Economics

The economic system of the rhul-thaun is based on an ancient currency of small, oval leaf-like growths created by their life-shaping ancestors. These organic coins have the feel and weight of very hard pieces of animal shell or reptilian scales. The oval pieces, called *ghav-egoths* ("life wealth" or "the value of life") can no longer be created – the methods and rituals of their manufacture are lost. Because of this, there is a shortage of ghav-egoths; most modern commerce is conducted by barter.

Merchants, of course, prefer the use of the organic coins. They are simple, straightforward, and easily measured and recorded.

Because the rhul-thaun use ghav-egoths as currency, the coins, gems, and other valuables of outsiders are mere curiosities. Some halflings may ascribe a value to them, but only out of aesthetics or perceived collectability. Likewise, outsiders most certainly consider ghav-egoths as worthless, for they simply appear to be bits of animal shell or reptile hide to those not familiar with the art of life-shaping.

There is no actual exchange rate between ghav-egoths and the ceramic pieces of the Tyr Region. Despite this, a ghav-egoth will purchase an amount equivalent to that of the ceramic piece. The point is, however, that this "currency" cannot purchase anything in a marketplace in Tyr or Balic, for example, and a ceramic piece is not recognised as having the same value as a ghav-egoth to rhul-thaun merchants.

In the price lists that follow, the abbreviation *ge* is used for ghav-egoth.

Item Availability

Many of the items found in the **Campaign Guide** are not available in rhul-thaun society. Instead, the halflings use life-shaped creations that serve the same purposes. The rhul-thaun do not mine or smelt metals. They have no smiths or casters, so no metallic items are to be found in their marketplaces. Items made of stone and wood can be purchased at a rate of 5% of their listed value, while life-shaped creations resembling bone and leather are worth 1% of the listed price.

Food, lodging, and services cost 1% of their listed value in the **Campaign Guide**.

The Life-Shaped

Life-shaping is the art that allows the rhul-thaun to create everything from simple tools to large buildings out of living tissues. This ancient, arcane craft is the unique aspect of the civilisation established by the halflings of the Jagged Cliffs.

There are three types of life-shaped creations: Those that comprise **living tissue** but are not actually independent creatures; **living creatures** themselves; and the **organic products** of living creatures. Much of the difference between them lies in their care and requirements. It should also be noted that the organic products in the last category are not alive, but merely organically derived. The other two classes of shaped objects are alive.

Besides these three varieties, shaped products can be further separated into different classifications according to their use. These may also be found under three headings. Some of the objects are straight forward, tools, weapons, armour, and medications, others require additional explanation.

Some of the most common life-shaped creations are **grafts**. Grafts differ from other shapes in that they physically attach to their wearers, who are called "hosts," and form symbiotic relationships with them. This means that a graft absorbs nutrients from the host's body, but the host gains some benefit from the graft as well. Grafts are presented in their own section, although a few special grafts are listed under **Armour** and **Weapons**.

Producers are shaped creations whose sole purpose is to manufacture other products. Some grow long, woolly fur that is then sheared, spun, and woven. Others produce edible eggs, shed leathery hides, or secrete valuable medicines. Engines are shaped that drive other devices – they may be used to heat a structure, power a flour grinder, or pump water from a pool.

Damage, Disease, and Death

All living shapes and tissues have hit points and Armour Classes. As a rule, Small shaped creations have 1 HD, Medium shapes have 2 HD, and larger items have 3 HD.

Obviously, there are exceptions. Weapons and armour, meant to take a lot of punishment, have more HD. Tougher, longer-lasting armour can be purchased from the life-shapers at 20 ge per each additional HD.

Weapons take 1 point of damage per strike (whether offensive or defensive). If the DM chooses to use critical hits and damage, weapons take 2 points of damage.

Left alone, damaged life-shaped creatures heal at the rate of 1 hp per day. There are healing tools that can speed the recovery rate. Organic products, because they are not living, are repaired like any normal item.

Composition determines shaped Armour Class. Soft creations, such as clingbags, have an AC of 10 to 12, harder items have an AC of 14 to 16, while very hard articles, such as armour, can have an AC of 20.

In the case of armour, the Armour Class is the amount of protection it provides. Sustained damage is divided equally between the armour and the wearer. If the armour dies or is reduced to 0 hit points, it ceases to provide any protection.

If a character is attacked while wearing a shaped creation or has one on his person, it is always assumed that the character, not his shaped item, is being attacked. Area effect attacks, such as a *fireball*, however do affect shaped objects. Shaped creations can be also targeted in an attack if the assailant wishes. In this case, use the creation's AC and when its hit points reach 0, any additional points of damage affect the character.

The saving throws of shaped creations are as for a warrior of the same level (HD) as the shape. Constructs with less than 1 HD save as level 0 warriors.

If exposed to any sort of disease, virus, or infection, living shaped creations must make saving throws. There is also a 1% chance per week that a living object becomes infected with a virus, disease, or malady.

There is a 10% chance that these conditions are fatal. If not, the shape suffers for 1d10 days. During such times, the creation is only 50% as effective as normal. Shaped weapons attack with a –2 penalty to attack and damage rolls and Armour Class is reduced by 2.

Since the organic products of life-shaped creatures cannot die, they simply use the normal item saving throws and damage rules.

Armour

With the exception of wood, stone, and bone clubs, the rhul-thaun life-shape all armour and weapons. Through elementary, ritual processes, they produce daggers, maces, axes, short swords (simply called swords), slings, shields, and spears. They also produce some unique weapons and armour, and these are detailed below.

Class restrictions on armour and weapons are fairly straightforward:

- **Priests** can use all armour and the titan hurler, shock stick, grappler, life leech, and spore pods.
- **Rogues** can use all weapons except the warstaff, flashlance, and hurling titan, but are restricted to hide armour.
- **Warriors** can use any of the armour or weapons.
- **Wizards**, though there are none among the rhul-thaun, cannot use any of the armour and can select only clawgrafts, life leeches, spore pods, and shocksticks as weapons.

Half-Shell Armour: (Tissue, 5 HD, AC 18) This armour consists of tissue hardened to the strength of stone. It covers the torso with a single, inflexible breastplate and smaller pieces that cover the shoulders and upper legs. Half-shell armour can be made to fit any humanoid creature up to and including half-giants.

Hide Armour: (Product, 3 HD, AC 13) This armour is similar to the leather armour worn by other cultures, although it is designed to be tougher, more protective, and less cumbersome to wear. Negative modifiers to rogue skills from wearing leather armour are halved when wearing shaped hide instead.

Sheath Armour: (Tissue, 4 HD, AC 16) This armour is applied to the entire body of the wearer as though it were a thick black paste. It conforms to the wearer's body perfectly, hardening in most areas, but remaining flexible and tough in areas that bend and move. Since it is nothing more than a pot of paste before it is put on, it can be applied to any creature or surface.

Life-Shaped Armour and Shields

Armour	Bonus	Weight	Move	Cost
Light Armour				
Hide	+3	10 lbs.	12	20 ge
Medium Armour				
Sheath, hidden	+2/+5	10 lbs.	9	100 ge
Sheath	+6	12 lbs.	9	80 ge
Heavy Armour				
Half-shell	+8	35 lbs.	6	50 ge
Shell	+10	50 lbs.	6	150 ge
Shields				
Climber's	+1	8 lbs.	—	10 ge
Spineshield	+1	6 lbs.	—	10 ge

Sheath Armour, Hidden: (Creature, 4 HD, AC 12/15) This sophisticated armour resembles normal sheath armour, but it is transparent and not as thick. It remains in a flexible state at AC 12 until struck, at which point it hardens to become sheath armour, AC 15. After 10 rounds pass without the armour being struck, it reverts to its flexible, transparent state. While transparent, it is only noticeable 20% of the time and only 10% of the time if clothing is worn over it.

Shell Armour: (Tissue, 6 HD, AC 20) This armour is identical to half-shell armour except that its plates cover the entire body with fibrous tissue connecting the joints. It can be produced to fit any humanoid smaller than a half-giant.

Shields

Shields provide the wielder with the Armour Class bonus listed in the table. If the shield is targeted directly with an attack, use the shield's Armour Class, listed in the descriptions below. Damage to the wielder is still divided equally between wielder, armour, and shield.

Climber's Shield: (Creature, Graft; 3 HD, AC 18) This is one of the most sophisticated and coveted bits of life-shaped equipment, particularly for climbers. This device looks like a round, hard, chitinous shield mounted on a 3-foot-long tentacle. The tentacle attaches to the host (virtually anywhere on the torso). With a sophisticated vibration-sensing organ, the shield can detect incoming attacks and move to intercept them. This gives the host the benefit of a shield but without the necessity of using hands or arms. Climbers use these shields to protect them when they are climbing.

						Damage			Range			
Weapon	Cost	Weight	Size	Type	Speed	S—M	L	RoF	S	M	L	Notes
Armblade	75 ge	5 lbs.	M	S	5	1d8	1d8+1	—	—	—	—	
Armspike	50 ge	5 lbs.	M	P	6	1d6	1d4	—	—	—	—	
Clawgraft (each)	5 ge	3 lbs.	S	S	4	varies	—	—	—	—	—	
Deathspray	100 ge	12 lbs.	M	—	8	—	—	1	1	2	3	
Flashlance	30 ge	8 lbs.	S/M	P	6	1d6/1d10	1d8/1d12	—	—	—	—	
Grappler	75 ge	10 lbs.	M	—	12	—	—	—	—	—	—	*t*
Hurling titan	35 ge	9 lbs.	M	B	9	1d8	1d6	—	—	—	—	
Life leech	100 ge	8 lbs.	M	—	10	1d6	1d6	—	—	—	—	*l*
Mandibles	150 ge	8 lbs.	L	—	7	—	—	—	—	—	—	
Quickstrike	50 ge	5 lbs.	S	P	3	1d6	1d4	—	—	—	—	
Shockstick	25 ge	3 lbs.	M	B	5	1d6	1d6	—	—	—	—	*s*
Spinethrower	75 ge	3 lbs.	M	P	5	1d6+1	1d6	1d6	1	2	3	*ss*
Spore pods	—	—	—	—	—	—	—	—	—	—	—	
Irritant	1 ge	1 lb.	S	—	2	—	—	1	1	2	3	
Sleep	2 ge	1 lb.	S	—	2	—	—	1	1	2	3	
Poison	3 ge	1 lb.	S	—	2	—	—	1	1	2	3	
Warstaff	150 ge	10 lbs.	M	P/B	10	1d8+1	1d10	—	—	—	—	

l The first time this weapon strikes a particular foe, it inflicts 1d12 damage.

s This weapon inflicts 1d6 additional points of electrical damage every six rounds.

ss This weapon can also fire 1d6 spines each inflicting 1d3 points of damage.

t This weapon can be used to make a Trip attack.

Spineshield: (Creature, 2 HD, AC 16/10) This medium shield has dozens of 1- to 3-inch spines covering its surface. In many ways, the spineshield operates like a spine thrower (see **Weapons**), firing its spines at nearby foes. It also functions as a normal shield, however, and can even be used as a melee weapon, inflicting 1d8 damage in combat. If used as a weapon, either melee or ranged, a spineshield cannot be used as a shield in the same round and is AC 10 in that case.

Weapons

As with shields, use the weapons' Armour Class if it is specifically targeted in an attack.

Armblade: (Tissue Graft; 4 HD, AC 16) This weapon grafts onto a host's forearm. It has a long blade that extends outward and forward from the arm. The entire blade is about 2 feet long and 5 inches wide. The weapon can be used to slash and stab foes in combat. Because it is fastened directly onto the arm, it frees the user's hands for other things.

Armspike: (Tissue Graft; 4 HD, AC 16) The armspike also welds itself to a host's forearm. It has from one to three spikes, three to six inches in length, projecting outward from the wielder's arm. The weapon can be used to slash and pierce foes in close-quarter combat. Because it grafts to the arm, it frees the user's hands for other things.

Clawgrafts: (Tissue, Graft; 4 HD, AC 14) These tiny grafts attach to the host's fingers. Each is a claw approximately 1 1/2 inches long. They allow the wielder to rake and slash foes like natural claws. Damage inflicted depends on how many claws are worn. One claw inflicts 1 point of damage, two or three inflict 1d3 points of damage, and four or five inflict 1d6 points of damage. Evil characters with clawgrafts often add poison nodules to increase the deadliness of their attacks.

Deathspray: (Creature, 4 HD, AC 14): This creature resembles a 2-foot long, scaled tube with a wide, bulbous nodule on one end and a narrow opening at the other. The creature produces a caustic, poisonous venom that can be sprayed from the aperture to a distance of 15 feet. An attack roll is required. The spray inflicts 1d6 damage, but a saving throw vs. poison is required. The poison is Class H (ingested, onset 1d4 hours, strength 20/10). The venom must be sprayed in the eyes, nose, or mouth.

Flashlance: (Creature, 6 HD, AC 18) When this 3-foot-long spear is activated by squeezing the handle, it rapidly extends outward, telescoping its razor sharp tip into a foe. When activated, the lance extends itself to a length of 6 feet for an instant – just long enough to inflict 1d10 points of damage rather than the normal 1d6 – then retracts automatically.

Grappler: (Creature, 6 HD, AC 18) This ranged weapon is a creature approximately 28 inches long. Like a deathsprayer, it has a pod on one end and an orifice on the other. When activated, the grappler fires a stream of long, sticky cords to a distance of 30 feet. Anyone struck by the cords becomes entangled. Fifty percent of the time, the target's arms are trapped and no actions requiring arms can be undertaken. The victim loses all shield and Dexterity bonuses and the wielder can make a Trip attack against the victim. The victim can escape the grappler on a successful bend bars/lift gates roll. A grappler cannot be reused while a victim is entangled. After the target is freed, it can only be used again after 1d6 rounds, once the cords retract.

Hurling Titan: (Tissue, 4 HD, AC 16) This weapon resembles a large mace or (especially in the hands of a halfling) a maul. Like other life-shaped melee weapons, it consists of hardened organic tissue. Its head has a liquid core, however. When swung, the liquid nucleus creates a momentum of centrifugal force, allowing it to do great damage to its target, despite its size.

Life Leech: (Creature, 3 HD, AC 16) This is a 7-foot pole with a 2-inch ball on one end. When the ball is touched to a living creature, it absorbs nutrients and water from them. The draining effect is reflected in the target suffering 1d12 points of damage. The first strike of a leech injects a mild sedative around the wound. The sedative reduces the effect of further attacks so that additional hits on the same target within a 24-hour period inflict only 1d6 damage. This weapon requires a special combat technique; since it is not sturdy enough to be swung with great force, its touch must be light.

Mandibles: (Tissue, 3 HD, AC 14) Identical to the mancatcher, this weapon can be used to bite for 1d6 damage without catching a foe if the wielder so desires.

Quickstrike: (Creature, Graft; 4 HD, AC 16) This graft is worn on the forearm. It is thin enough so that it can be hidden underneath a loose, long-sleeved shirt or a cloak. When activated by pressing on the back of the creature, an 8-inch-long spike protrudes from the graft at the host's wrist, roughly parallel with the arm.

Shockstick: (Creature, 3 HD, AC 16) This club-shaped creature consists of a hard outer shell. It absorbs and stores static electricity (like an electric eel), discharging it into those struck with the weapon. It can only release a shock once every three rounds, but the electricity inflicts an additional 1d6 points of damage.

Spinethrower: (Creature, 4 HD, AC 16) This weapon resembles a spiked mace. The head is covered with 1d4x10 spines, from one to three inches long. Besides its use as a melee weapon, however, it can be stimulated to fire its spines at foes at a distance of up to 90 yards. It fires 1d6 spines per round, each inflicting 1d3 points of damage (each requires its own attack roll and all of them must be thrown at the same target). The spines grow back in 1d4 days.

Spore Pod: (Tissue, 4 hp, AC 12) These small weapons are organic spheres that look like tiny eggs. Each can be thrown at a target. They burst open on contact and release a cloud of tiny spores. The spores explode in a radius of 10 feet and have the potential to affect every breathing creature in that area, though life-shaped breathermasks do protect against spores and dangerous gases. There are three types of spore pods, and the spores they contain can have one of three different effects.

The effect of the first type of spore is **irritation**. The spores cover living foes and cause them to itch, break out in a rash, sneeze, and suffer from blurred vision. When a spore pod opens, everyone within 10 feet must make a saving throw vs. poison or be debilitated for one round (no actions possible). After that, they suffer a –1 penalty to attacks and damage for 1d4 days.

The second kind of pod produces **sleep** spores that their victims to fall into a deep hallucinogenic fit of unconsciousness. The effect lasts for 1d4+1 rounds and must be resisted by a saving throw vs. poison by all within 10 feet of the spore pod.

The last type is the most dangerous. **Poison** spores act as Class I poisons (ingested, onset 2d6 rounds, strength 30/15) on all those within 10 feet of the pod's burst.

Warstaff: (Tissue, 4 HD, AC 16) This weapon is 5 feet long and made of hardened tissue. One, and occasionally both ends, have heavy, spherical heads on which are fixed five 6-inch blades. Four of the razor-sharp knives project outward in the four compass points. The fifth barb extends directly out from the head.

General Equipment

In addition to the equipment given here, life-shapers can reproduce any item in the **Campaign Guide** equipment listed as leather, bone, or wood. Furthermore, even items such as iron spikes or rope can be reproduced from pith by life-shaping. These substitutes are all organic products as opposed to actual living creatures.

Life-shapers can slightly modify only a few of these creations. If any such modifications are possible, they are noted in the description.

Item	Cost
Air burster	50 ge
Air filter	25 ge
Acidic spawn	35 ge
Bond	14 ge
Breather	16 ge
Chameleon cloak	90 ge
Climbing boots	60 ge
Climbing gloves	55 ge
Clingbag	10 ge
Clingpad	5 ge
Clingrope	5 ge per foot
Coolcloak	25 ge
Directional sensor	27 ge
Disposer	60 ge
Dry anchor	15 ge
Drycloak	30 ge
Gillmask	45 ge
Glowpod	10 ge
Grasping hook	25 ge
Grasping rod	30 ge
Lifechair	10-30 ge
Lock, hard key	75 ge
Lock, soft key	100 ge
Lockpick	65 ge
Malleable tool	40 ge
Poison nodule	55 ge
Scrubslug	5 ge
Sensor	80 ge
Shockwand	30 ge
Slicksuit	42 ge
Stealth boots	55 ge
Storage pod	10 ge
Warmcloak	12 ge
Water absorber	35 ge
Water condenser	55 ge

Tools

Shaped tools come in many varieties. This category includes actual tools as well as clothing and special, unique items.

Air Burster: (Creature, 4 hp, AC 16) This creature looks like a foot-long tube with a large, membranous air sack on one end and a round, 6-inch-wide pod on the other. When pressure is placed on the underside of the tube, the creature's membrane fills with air. An object smaller than 6 inches in length is then be inserted into the pod. When the air sack is squeezed, air pressure ejects the object from the pod with an explosive burst of air. Virtually any small object can be launched up to 100 yards. Charges commonly used in air bursters include grappling hooks (attached to ropes), spore bombs, and small nets (wadded up inside the pod). Small, sharp objects can even be placed in the pod and fired as projectile weapons for 1d6 damage.

Air Filter: (Creature, 4 hp, AC 12) This 1-foot-diameter spongy globe continuously recycles air, breathing in carbon dioxide, smoke, and even foul odours, and breathing out pure, clean air. After one month of use, the creature should be washed to rid it of dust, smoke particles, and everything else it has filtered out of the air. If this is not done, it chokes to death.

Acidic Spawn: (Creature, 5 hp, AC 12) This creature looks much like an urn or flask made of pulsing flesh. At the "mouth" of the urn, a bowl-shaped depression secretes a powerful acid when the creature is squeezed. The acid is strong enough to eat through fabric in one round, leather in two, and wood in five. It is not vigorous enough to destroy stone, so it is useful for cleaning dirt and debris from stone objects. Living creatures receive 1 point of damage per round of contact with the acid. Acidic spawn is immune to its own acid.

Bond: (Creature, 4 HD, AC 14) This creature looks like a tube, 6 inches long, closed on both ends. One end has a small aperture from which a syrupy gel is produced. The gel hardens quickly, bonding with whatever materials are to be joined. It makes a powerful, permanent adhesive seal and is used as a tar sealant to fill or repair holes in constructions and fix broken equipment. A bend bars roll is required to break the bond. Because of its organic nature, the gel can even repair damaged life-shaped items comprising living tissue. It cannot be used to good effect on creatures, however – it is too crude a treatment.

Breathermask: (Tissue, 4 hp, AC 12) An organic face mask, this shape fits over a wearer's lower face, covering the nose and mouth. A complex series of tissue layers filters the air, removing most impurities and toxins and allowing the wearer to breathe normally. The filtration system gives the user a +4 bonus to saving throws in situations having to do with poison gas or any other attacks that assault a victim's respiratory system. The mask fits nearly all beings smaller than half-giants.

Chameleon Cloak: (Creature, 2 hp, AC 12) This living garment responds to variables in light and temperature and allows its wearer to blend into his surroundings. While not nearly as effective as invisibility, this cloak adds +10% to the wearer's hiding abilities. If the wearer has no special hiding abilities, the cloak provides a 15% chance not to be visually detected in any environment. The cloak does not fit humanoid creatures larger than halflings, nor can it be altered to equip larger creatures.

Climbing Boots: (Tissue, 1 HD, AC 12): While they appear to be normal boots of hard leather, these living boots add a +5% bonus to a climber's chance of climbing (maximum 99%). They accomplish this by being reactively pliable – their shape alters to conform to the contours of whatever substance the wearer is climbing. Since they are malleable, any humanoid creature smaller than a half-giant can wear these boots.

Climbing Gloves: (Tissue, 1 HD, AC 12) Like climbing boots, these living gloves change texture and shape to give climbers better adhesion on whatever they are climbing. They add a +5% bonus to climbers' chances to climb. The bonus is cumulative with bonuses from climbing boots, but the maximum chances are still 99%. Because of their malleability, climbing gloves can be worn by any humanoids smaller than half-giants.

Clingbag: (Tissue, Large, 2 HD, AC 12; Small, 1 HD, AC 12): These leather bags come in two sizes, large (40 pounds maximum) and small (10 pounds maximum). The unique aspect of the clingbags is that one side of the bag is made of living tissue that secretes a powerful, adhesive web that can support the bag and its contents when pressed against another object. Clingbags can be stuck to walls, belts, people's backs, or any other surface. With a firm pull, they are removable and can be attached to different surfaces.

Clingpad: (Tissue, 1 HD, AC 8) These pieces of leathery tissue are 1 foot in diameter, have the same properties of clingbags, and can support up to 20 pounds of weight. Both sides secrete the same adhesive, enabling them to be used to join different items. In fact, many people use clingpads to attach glowpods to ceilings and walls.

Clingrope: (Tissue, 4 HD, AC 12) Made from the same material as clingbags and pads, clingrope has patches of adhesive tissue that make it easier to tie it firmly around other objects. Those skilled in rope use simply fling one around an object, loop it a few times, and the rope creates a strong grip. If this trick is used to grapple a living creature, treat the clingrope as an adhesive lasso. Creatures tied up with clingrope find it twice as hard to slip or break their bonds. In all other respects, clingrope should be treated as normal rope.

Coolcloak: (Creature, 4 hp, AC 12): These living creatures were created to maintain very cool body temperatures and may be used to negate damage from heat stroke. The hoods of these cloaks have organic, adhesive clasps. They can be adjusted during their creation to fit any humanoid creatures smaller than half-giants.

Directional Sensor: (Creature, 2 hp, AC 12) This tiny, cone-shaped creature always senses north, pointing its narrow end in that direction whenever placed on a flat surface.

Disposer: (Creature, 2 HD, AC 16) This pod creature is 4 feet tall and 3 feet wide. It has an aperture at its top that is as wide as its body and functions as the creature's mouth. The disposer is entirely digestive system. It can break down virtually any organic waste material – food scraps, human waste, dead creatures, or plant material. It converts these substances into gases and into the soupy paste known to the shapers as pith.

Dry Anchor: (Tissue, 1 HD, AC 12) This sticky blob of organic putty secretes a strong adhesive that is unaffected by moisture. Climbers use it to counter wet surfaces. By sticking dry anchors to the rocks, they can use them as dry handholds or anchors for hooks and ropes despite the mist.

Drycloak: (Product) This cloak is not a living creature, but merely an organic product of life-shaped engineering. It appears to consist of a particularly slick, shiny cloth. The cloaks main function is to keep the wearer dry by repelling water. Rain and mist droplets simply bead and run off the cloak in rivulets. It can be modified during crafting to fit any humanoid creature smaller than a half-giant.

Gillmask: (Creature, 1 HD, AC 12) Similar in some respects to a breather, the gillmask fits over the mouth and nose of the wearer. Along its sides, it has gill slits that perform like those of fish. The wearer can breathe underwater while wearing the mask. The masks fit virtually any creatures smaller than half-giants.

Glowpod: (Creature, 4 hp, AC 12) Living spheres of bioluminescent tissue, glowpods are similar to the abdomens of fireflies. The pods are roughly 1 foot in diameter and extremely lightweight. Each gives the illumination of a torch, but provides no heat. The halflings mount them on sticks fastened with thin clingrope to create torches and keep them in their homes to provide light and mood settings – covering one with thin, coloured gauze produces coloured light. Virtually every community uses glowpods for lighting streets, walkways, and alleys at night.

Grasping Hook: (Creature, 2 HD, AC 8) Similar to conventional grappling hooks, this tool resembles a claw with four talons spaced equidistantly around a central palm. When the palm is stimulated, the claws reflexively clench. Attached to ropes and flung to grasp secure objects, grasping hooks are very useful to climbers. The hooks have a grasping Strength of 20.

Grasping Rod: (Creature, 1 HD, AC 12): This is a grasping hook mounted on a sturdy, organic pole, 10 feet in length. It is useful for reaching and snatching objects that are otherwise out of normal reach.

Lifechair: (Creature, 4 hp, AC 12) More than just a chair, this shape actually includes a number of different kinds of furniture. Sofas, beds, lounge chairs, and even shaper-designed tables, each grown to be soft, sturdy, and either comfortably warm or pleasantly cool. Many find the pulsing of the lifechair's body fluids to be restful when they retire. Strangers to life-shaped objects are unable to distinguish between this furniture and that of the normal, non-living sort – until they sit and feel one for a moment.

Lock, Hard Key: (Creature, 1 HD, AC 16) This resembles a normal lock and key. It is made of hard organic tissue, though, and the key does not trip the mechanism. Instead, the symbiotic key stimulates a reflex within the creature-lock to clench or unclench its clawed clasp. When purchased, the lock comes with the symbiotic key, also made from hard, organic tissue. (The key is not alive, but rather an organic product.) This lock can be picked.

Lock, Soft Key: (Creature, 1 HD, AC 14): This is a special lock, resembling no other on Athas. It has a clawed clasp, but there is no key hole, or at least not a conventional one. The main body appears to be a simple pod with the ability to chemically read organic molecules, identifying patterns unique to each living creature. The only way to cause the lock to open or close is to place specifically designed living tissue against the pod, allowing the pod to read the tissue's organic signature. A soft-key lock can be tailored so that the required tissue is the flesh of a specific individual. Thus, the lock can only be opened or locked only by the touch of a particular person. The key could also be another specific shaped creation, such as a warstaff, or a coolcloak, or a special living key can be made to fit the lock. There is no way to pick this lock.

Lockpick: (Creature, 4 hp AC 12) This creature is made of malleable tissue that can be inserted into a hard key lock. It adapts and attempts to match the shape of the key required to open the lock, giving lock pickers a +10% bonus to their chance to pick a lock.

Malleable Tool: (Creature, 4 hp, AC 16) This creature's tissue is malleable, and can be shaped like putty. It can be worked, however, only with smooth, soft strokes. It is resistant to firm pressure and hard blows, making it a useful tool when shaped into the form of a blade, an axe, a pick, a crowbar, a small shovel, a hook, or any other necessary form. The tool has enough mass to be shaped into any of those tools, or virtually any other item weighing 10 pounds or less.

Poison Nodule: (Tissue, 2 hp, AC 10) This is a tiny (1/2 inch diameter) organic pod that produces and secretes a virulent toxin. Like clingbags, they have adhesive backs that allow them to be attached to other things. Commonly, they are placed on bladed weapons to coat them with the poisonous secretion. Poison nodules produce Class B poisons (injection, onset 2d6 minutes, strength 20/1–3).

Scrubslug: (Creature, 2 hp, AC 12) This creature looks like a 1-foot slug. As it moves, it devours dust, lint, dirt and other particle matter. It also absorbs spilled liquids, crumbs, and food messes. It converts these materials into a quick-drying waxy polish that is excreted in a slimy trail behind it. It is organically programmed to move methodically over floors and walls, leaving behind spotless, shiny surfaces. Since they move slowly, large buildings are served by several scrubslugs.

Sensor: (Creature, 4 hp, AC 12) This creature looks like a pair of pods, 6 inches in diameter. The pods stick together with a sticky sap, but can be pulled apart easily without harm to either. One is the sensor pod, and the other is the baffler. As long as the baffler is within 50 feet of the sensor, the sensor remains inert. If the baffler is removed, however, the sensor begins to constantly monitor that area for its return. As a consequence, if anything larger than an insect enters the radius without the baffler, the sensor begins to emit an alarming screech until the baffler is brought back. The sensor is a motion detection system. It can even observe invisible creatures moving through its radius, but not those that are ethereal or out-of-phase. While one is useful, a number of these can protect an entire complex.

Shockwand: (Tissue, 3 HD, AC 16): A shockwand is a rod of hardened tissue, 6 inches in length. The wand absorbs static electricity from its surroundings, storing it for later use. When one end is squeezed, the other releases an electrical charge. The shockwand was designed for use in the life-shaping process (where electrical stimulation is often necessary to achieve the proper biochemical reaction state), but it can have other uses as well. As a weapon, it inflicts 1d4 points of electrical damage per touch. It is useful for prodding along large herd beasts and for evil characters when interrogating prisoners.

Slicksuit: (Tissue, 2 HD, AC 16) This full body suit is crafted solely to fit halfling-size humanoids – no other sizes exist. Its surface is very smooth and it secretes an oily, slick liquid that coats the entire suit. The effect of

this is similar to the magical *oil of slipperiness*, making it impossible for the wearer to be grabbed, grasped, constricted, or hugged by an opponent. Bonds such as ropes, chains, and manacles can easily be slipped loose. It requires a great effort for the liquid to be generated by the suit, however, so once used, the effect lasts for only four hours before the tissue suit requires a full 24 hours to replenish its supply of oil.

Stealthboots: (Tissue, 3 HD, AC 14) These seemingly normal leather boots are grown in a way that reduces the amount of noise made by a wearer's footsteps. Rogues gain a +10% bonus to move silently (to a maximum of 99%), while non-rogues (or rogues with a move silently skill of less than 10%) who wear the boots have a base 20% chance to move without sound. The boots can be designed to fit any size humanoid up to a half-giant.

Storage Pod: (Creature, 3 HD, AC 14) These creatures are egg-shaped, with dark shells covering their hides. They open by peeling down their outer skins to expose large, empty cavities. Up to 5 cubic feet of material can be placed inside one of these pods and then sealed within it. Either hard or soft-keyed locks may be attached to keep the contents secure, but soft keys are preferred.

Warmcloak: (Creature, 2 HD, AC 12): Similar to a coolcloak, this thick woolly cloak maintains a high body temperature that keeps the wearer quite comfortable in cold weather. There is little call for this item, Athas being what it is even on the cliffs, but the shapers make a few of them for climbers who must deal with harsh night winds out on the open rock. Then too, tragic experience has taught the shapers that when an item ceases to be crafted, the knowledge of its making is soon lost. These cloaks can be altered to accommodate any humanoid creatures smaller than half-giants.

Water Condenser: (Creature, 2 HD, AC 12) This creature looks like a 3-foot-diameter bowl. It extracts moisture from the air and stores up to 50 gallons of water in the bowl. The bowl can be covered by a flap of skin to prevent evaporation. It condenses water automatically and continuously until it senses that the bowl is full.

Watersponge: (Creature, 3 HD, AC 14) This creature can expand up to five times its normal size of 2 feet in diameter, absorbing and storing all water with which it comes in contact. Pressure forces it to expel the liquid on demand.

Transport

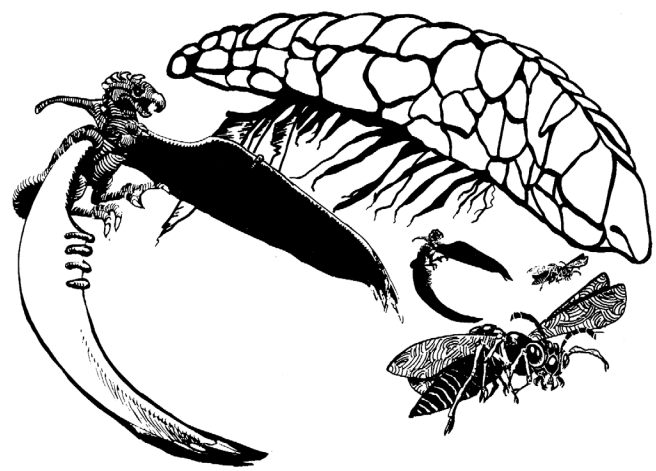
Item	Cost
Ber-ethern	500 ge
Dhev-sahr	350 ge
Gon-evauth	800 ge
Yihn-eflan	500 ge

The creatures in this classification are animal-based automatons used as transport by the halflings of the Jagged Cliffs. Some resemble natural beasts, but they obey their masters mindlessly, operating without fear or emotion, and without any inherent drives or instincts. Most of these shapes are wind riding mounts, well-known to most, often seen soaring the airs above the cliffs, but available to only a select few.

For more detailed descriptions and information, consult your kind and generous Dungeon Master, who can provide you with some very nice Monstrous Compendium sheets.

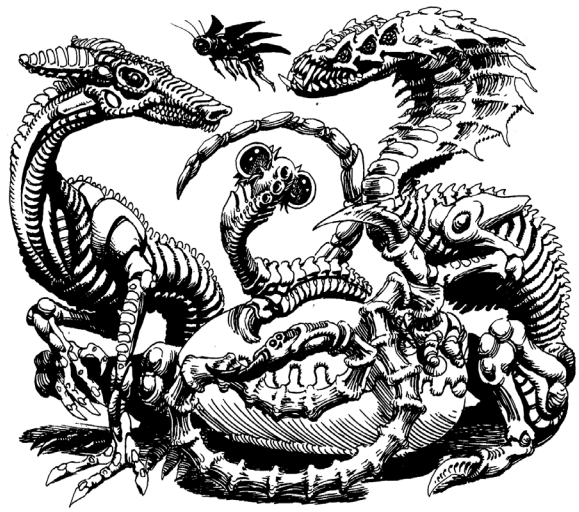
Ber-ethern: (Creature, 3 HD, AC 14) *Ber-ethern* means *breeze sprites*, and these creatures are the smallest of the wind riding mounts. They are insect-based flyers with room to carry only one halfling rider and 25 pounds of cargo on a small, compact saddle. They can fly up to 75 miles per hour fully loaded with cargo and rider.

Dhev-sahr: (Creature, 3 HD, AC 14): The dhev-sahr is the only land-based mount made by the rhul-thaun life-shapers. Its body is round with four long legs allowing it to move very quickly. Two halflings can ride comfortably on top.



Gon-evauth: (Creature, 4 HD, AC 14) This wind rider mount is also called a *soar whale* and sometimes (usually by outsiders who see them from afar) an airship. A gon-evauth is huge and balloon-shaped, able to keep itself aloft in the winds of the cliffs by filling its large inner cavities with hot, moist air. Wind riders ride either atop the floating beasts or in a gondola affixed underneath the beast that can comfortably carry up to eight halflings or one wind rider and a ton of cargo. Fully loaded, a soar whale moves at a top speed of 30 miles per hour.

Yihn-eflan: (Creature, 3 HD, AC 14) Yihn-eflan are wind riding mounts whose name means *gust climber*. Larger than a breeze sprite but smaller than a soar whale, the yihn-eflan is an avian creature with huge, oversized wings. One to three riders can ride safely on its back, or 200 pounds of cargo and a single rider. Fully loaded, a gust climber can reach speeds up to 50 miles per hour.



Guardians

Item	Cost
Climbdog	80 ge
Darkstrike	60 ge
Protector	100 ge
Shieldswarm	150 ge
Watcher	80 ge

The term **guardian** applies to any life-shaped creation designed to actively protect or aid a rhul-thaun in combat. Thus, creatures to assist in stalking and hunting prey are included as well as those that watch over homes and villages.

Like transport shapes, the creatures in this classification are animal-based automatons. Some resemble natural beasts but obey their masters mindlessly, behaving fearlessly, emotionlessly, and without instinctive drives

Each guardian is created instructions about actions it should or shouldn't perform. The climbdog, protector, and shieldswarm also obey simple, verbal commands.

For more information, consult your kind and generous Dungeon Master, who can provide you with some more of those Monstrous Compendium sheets.

Climbdog: (Creature, 2 HD, AC 12) This beast resembles a wolf with wide paws and flexible legs, to allow them to climb even sheer slopes. They accompany climbers, providing protection and aiding with keen senses of smell, hearing, and sight. These senses are twice as good as the average halfling's. They sacrifice themselves without hesitation to protect their masters.

Darkstrike: (Creature, 1 HD, AC 12, #At 1 bite, Dmg 1d4) These creatures are attached to walls or other surfaces with an adhesive like that of a clingbag. If possible, a darkstrike blends into the shadows. Usually, they are placed in nooks or around corners so they can hide, waiting to pounce. When preselected conditions are met, this snake-like creature bites at any available target. The darkstrike can sense motion even in the dark, using sonar, so conditions are usually based on movement. Conditions include detecting movement based on the amount of light, size, race, species, or number of figures passing by, or any similar criterion.

Protector: (Creature, 1 HD, AC 12, #At 1 bite, Dmg 1d6) This creature is essentially a guard dog, although it appears more feline. It can be instructed to recognise intruders and attack. The protector can discriminate between threats and those it is to protect.

Shieldswarm: (Creature, 1 hp, AC 12, #At 1 bite, Dmg 1d2) These insectoid creations are 6 inches long and can fly up to 30 miles per hour. A swarm consists of 50 to 100 of these creatures, individually called shieldbugs. They accompany wind riders on their mounts (usually resting on the mount until needed), flying up and around their master screening out attacks. Each can detect a ranged attack and the swarm as a whole can obscure the rider. They can also be commanded to swarm and harass the rider's foes in battle.

Watcher: (Creature 4 hp, AC 12) A watcher is a reptilian creature with large, bulbous eyes possessed of 360-degree vision. If the watcher observes a specific sight preselected by its master, it emits a loud keening sound.

Engines

Item	Cost
Air pump	550 ge
Furnace	650 ge
Motive engine	750 ge
Water pump	350 ge

An engine is a living organism life-shaped to move in a particular way or to generate energy. They are usually large and complex, powering or driving operations with great energy. They each require 10 doses of cam-rahn each day. Because of cost and upkeep considerations, these drivers are beyond the reach of the average citizen.

Air Pump: (Creature, 3 HD, AC 16) This creature has a huge, expandable lung and a central organ that holds air. It uses two trunk-like appendages to draw in and exhale air. A single air pump can draw up to 30 cubic feet of air per round. The creature is a bulbous mass of flesh with a prehensile trunk on either end. Its body is 10 feet across and each trunk is 6 feet long and 3 feet around. Sometimes branch tubing is installed in the exhalation trunks to direct the airflow to different locations. This creature is useful for circulating air in large structures, ridding enclosed spaces of befouled atmospheres, and providing underwater chambers with fresh oxygen (large pipes or tubes often connect one trunk with the surface if deep underwater).

Furnace: (Creature, 2 HD, AC 14) This globular creature is about 3 feet across. It generates an inordinate amount of heat – the equivalent of a several large, roaring campfires.

Motive Engine: (Creature, 2 HD, AC 14) This creature is made to drive or move simple machines like flour grinders, pulley systems, elevator platforms, and even gates. A motive engine looks like a large mass of muscle with one to four huge arms that pull, push, turn and manipulate large, simple objects.

Water Pump: (Creature, 2 HD, AC 14) This creature has a huge, expandable lung as well as a large stomach organ that holds water. Two appendages shaped like trunks draw in and expel water. A single water pump can displace up to 10 gallons per round. Like the air pump, the creature is a bulbous mass of flesh with prehensile trunks on either end. The creature's body is 10 feet across and each trunk is 6 feet long. Sometimes tubing reeds are attached to the expulsion trunk to allow the water to travel greater distances.

Grafts

Item	Cost
Cosmetic skin graft	25 ge
Glider graft	90 ge
Glowing graft	20 ge
Lens grafts (pair)	50 ge
Lightvisor	75 ge
Swim fins (four)	50 ge
Touch pads (six)	40 ge

Grafts are life-shaped creations that physically bond themselves to other living creatures. They always provide some useful service and, in exchange, they gain sustenance from the body of the host, forming a symbiotic relationship.

All grafts may be attached, removed, and reattached to the flesh of a living creature. When attached, the graft holds itself in place with a mild adhesive and inserts microscopic filaments into the host through which it drains tiny amounts of nutrients. After removal, the host's flesh displays a redness and a slight rash, but no other lasting effects. The rash fades after 24 hours.

Unless otherwise noted, a graft requires its host to increase his food and water intake by 10%. Failure to do so results in a loss of 1 hit point per day after the first three days of graft use. Short-time graft connections, for a few hours each day, result in no noticeable drain.

Cosmetic Skin Graft: (Tissue, 1d4 hp, AC 12) These grafts are minor and the drain upon hosts is negligible, no matter how long they are worn. Most of them are designed as symbols displaying the wearer's membership in an organisation, such as the vher-elus. These are often called badge grafts; others are merely decorative.

Glider Graft: (Tissue, 2 HD, AC 12) Composed mostly of large, thin membranes, these grafts attach to their host's back and the backs of his arms. Most of the time, they are compactly withdrawn, curled up in the small of the host's back, looking like small backpacks. When unfurled, the membranes spread between the host's back and arms, allowing him to soar and glide through the air. The user must launch himself from a height of at least 30 feet, and can then glide up to 100 feet for every 10 feet of launch height.

Glow Graft: (Tissue, 1d4 hp, AC 12) These grafts are similar to glow pods. They create light through bioluminescence and produce light to equivalent to that of a torch.

Lens Graft: (Tissue, 1d4 hp, AC 12) Appearing as tiny, clear, concave lenses, these tiny scraps of tissue attach directly to a host's eyes. They improve the host's vision, allowing him to see twice as far as normal while still viewing close objects as usual. A single graft is not enough to produce the effect – using one lens only results in blurred vision. A pair of lenses drains a host as would a single graft of another type.

Lightvisor: (Tissue, 1d4 hp, AC 12) This complex and sophisticated graft fits over the eyes of a host like a blindfold or a mask, although it can be pushed up onto the forehead when not in use. The visor resembles a hat brim. When the host looks through the reddish membranes covering the eye holes, the lightvisor allows him to see normally in situations where there is very little light. It is useless, however, in total darkness.

Swim Fins Graft: (Tissue, 1d4 hp, AC 12) These grafts attach themselves to a host's hands and feet. As the name suggests, they are swimming aides. Swim fin grafts can increase a user's speed and the amount of time he can swim without tiring by 50%. Each of the fins absorbs nutrients from the host, so wearing four can be draining.

Touch Pads Graft: (Tissue, 1d4 hp, AC 12) These grafts are tiny, circular pads that attach to the host's fingers and hands. They increase the host's sensitivity to touch. Searching for traps or picking locks is easier with these grafts; the chances for the success of such actions are increased by 10% (to a maximum of 99%). One is needed on each finger, thumb, and the palm to be effective, although wearing six of these grafts only drains the host as much as one normal graft.

Producers

Item	Cost
Food Producers	
Bar-edum	8 ge
Don-eguth	5 ge per bulb
Chuhn-egil	10 ge
Vash-erat	10 ge
Textile Producers	
Drun-sahn	9 ge
Fis-evar	10 ge
Ghov-erad	15 ge

Producers are shapes designed to create useful raw materials and finished commodities. They make food, fluids, medicines, textiles, and other goods. These creatures demand the most attention from tenders. Presented here are a few of the most common producers, although there are others that create even rarer products.

Food Producers: (Creatures, 1d4 hp, AC 12) Food producers come in many varieties. Bar-edum are soft-backed, turtle creatures that produce eggs. Don-eguth are small tree growths that sprout from bulbs and produce sweet, reddish fruit. Chuhn-egil give milk from their bulbous bodies, and vash-erat sprout large amounts of tiny grains on their body that are then sheared and ground into flour.

Textile Producers: (Creatures, 1d4, AC 12) The shed skin of the snake-like drun-sahn can be cured into strong leather, while the slow-moving herd animals known as fis-evar grow long wool that is sheared and spun into fabric. The ghov-erad is a flat, non-mobile creature that secretes a thin film. The film hardens into the material used to make drycloaks.

Building Materials

Like all operations involving life-shaping, only life-shapers are able to construct organic structures for the halflings. This is one of the few shaping processes that the public ever gets to see. The two most common building materials are nen and rahn-rath.

Nen, an organic stone-like material, is grown from a single sponge creature and shaped as it grows into its desired form. This process takes one to three weeks of constant attention on the part of a team of life-shapers. Once formed, the nen dies and the structure that remains never changes.

Rahn-rath is a living building material grown in shaper laboratories and brought to construction sites in pieces. Shaper skills then fit the pieces together and meld them into a single organism. Rahn-rath structural shapes can be altered, with the attention and care of at least one life-shaper and a skilled tender. Walls, doors, windows, even entire rooms can be moved or altered in just a few days.

Medicinal Applications

Item	Cost
Bloodclot	5 ge
Detoxifiers	5 ge
Healing patch	15 ge
Joiner	20 ge
Preservation fluid (25 gallons)	25 ge

Inherent within the art of life-shaping is a fairly detailed, albeit ritualised, knowledge of the processes of life and medicine. Rhul-thaun healers are able to use medicinal herbs and preparations to aid the wounded and sick. Besides these basic healing arts, life-shaping has produced some cures and restoratives of its own. These applications work on both shaped and natural creatures.

Bloodclot: (Tissue, 1 hp, AC 10) A bloodclot shape is small, 3 inches in diameter, a circular patch of flesh. When placed on a wound, it stops all bleeding, prevents further hit point loss, and restores 1 lost hit point. After 1d10 minutes, the wound heals completely, leaving some of the bloodclot flesh enmeshing in the patient's own flesh. The excess skin tissue from the bloodclot flakes away, dead.

Detoxifiers: (Creatures, 1 hp, AC 10) These tiny creatures are suspended in a liquid that the patient consumes. These tiny, virtually microscopic organisms enter the patient's bloodstream and vital organs, isolating all toxic substances. In 2d4 rounds, they completely neutralise all poisons. They do not repair damage already sustained, but they can prevent damage from occurring if taken in time. Once they have performed their function, they are flushed from the system and die.

Healing Patch: (Tissue, 1 hp, AC 12) More potent than bloodclots, which they resemble, these fleshy patches release healing chemicals and medicines into the systems of the creatures to which they are applied. A healing patch heals 1d8 points of damage. After this immediate use, it withers and dies.

Joiner: (Tissue Graft, 1 hp, AC 12) A joiner is a sophisticated healing graft that facilitates the rejoining of severed limbs. It is a thin mass of tissue that is literally placed between a severed limb and the stump to which it was formerly connected. The joiner mends bone tissue, reconnects blood vessels and muscle tissue, and re-establishes nerve connections. For 2d6 days after this operation, the patient cannot move at all. After this period there is a 75% chance that the joiner has successfully facilitated the reattachment of the limb to the body. At this point, the graft becomes part of the host, and no longer drains nutrients. If the part to be attached was not an original limb of the patient, the chance of success is only 50%.

Preservation Fluid: (Product) This organic soup preserves organic material from decay and decomposition. It may be used to preserve severed limbs so that they can be reattached with a joiner.

Tending the Shaped

Taking care of shaped objects once they are fully mature is so important that the tenders' job is one of the most common occupations among the rhul-thaun. The tenders are the caretakers of life-shaped creations and most of the time tenders take care of the class of shapes known as producers. They usually specialise, taking care of a specific class of producer or other shaped creation.

Nourishment and Rest

All shaped, living creatures require nourishment, water, oxygen, and other substances for maintenance. The life-shapers bottle a called cam-rahn that supplies the shapes with food and water. Shaped creations require one dose of cam-rahn per Hit Die per day. Cam-rahn costs 1 ghav-egoth per dose. Most creatures can inhale and exhale and provide themselves with oxygen (most breathe it in from the air; a few have gills). Shaped creatures can exist for 1d4+1 days without nutrition; shaped tissue creations survive but 1d2+1 days.

All living shapes need rest at least equal to the amount of time of use, and no constant use may last longer than 24 hours. If an engine works for eight hours, it must rest for eight. If it laboured around the clock, it should rest for a full day. Violating this guideline results in the loss of 1d4 hit points from the overworked shape for every four hours of additional use without rest.

While not in use, tissue creations are suspended in an organic, oxygenated solution called lor-rahn. When in use, tissue creations must be immersed in lor-rahn for at least 30 minutes every 24 hours. If they are not, there is a 20% cumulative chance that the shapes wither and die. Lor-rahn costs 1 ghav-egoth per gallon.

Shapes that are living creatures outlive those that are simply masses of tissue. Treated well, a life-shaped creature lives for 3d4 years. Tissue creations' life-span is only 1d2 years. Organic products are not alive and continue to function until damaged or worn out.

The Effects of Magic

Because many of the shaped creations are actually living creatures, certain spells affect them in strange ways. A living creation can be a target for any spell that affects living creatures. Life-shaped objects cannot be summoned but *magic missiles*, *fireballs*, *lightning bolts*, and similar destructive spells harm the creations as they would any other vulnerable target. Similarly, *cloudkill*, *death fog*, *death spell*, *maze*, *imprisonment*, and *temporal stasis* can all affect the life-shaped as well.

Some spells have special effects when cast upon the shaped. Consult your DM for further information.

Hireling Wages

As in the Tablelands, hirelings are available in the Jagged Cliffs region. Below are sample wages.

Hireling Wages

Profession	Single Job	Monthly Wage
Administrator	—	30 ge
Clerk (government)	—	9 ge
Climber (per 3 miles)	1 ge	Varies
Craftsman	Varies	4 ge
Har-etuil	—	40 ge
Healer	1–5 ge	15 ge
Unskilled labour	—	1 ge
Skilled labour	—	4 ge
Lawkeeper	—	5 ge
Life-shaper	—	50 ge
Merchant	—	10–50 ge
Teacher	—	5 ge
Tender	—	3 ge
Wind dancer	Varies	Varies
Wind rider (per 3 miles)	3 ge	Varies

Journeys

Dark Sun characters will often roam across the Tablelands during the course of their adventures. But travelling is not simply a means of getting to a destination, nor something to be undertaken lightly. A great part of the life of an adventurer is spent in the wastes. Often, what distinguishes an adventurer from a common villager is the skills they possess to help them survive while on a journey.

Travelling shows an adventurer what lurks out in the barrenness, and lets him seek the feral beauty that stirs the untamed heart in all of us. In short, a journey in Dark Sun is synonymous with adventuring.

The Dungeon Master knows where an adventure starts and likely has an idea where it may go, but the party has to reach that destination by crossing the wastes. Adventurers make various non-weapon proficiency or ability checks along the way, to deal with the various perils that may occur, as well as to determine how the rigours of travel may have affected them when they face their next challenge.

Once a party decides to undertake a significant journey from one place to another, the journey rules outlined here can be used. A Dungeon Master may decide that a journey is either short enough, or familiar enough, that the journey rules need not be used, and they can happily be ignored to serve the pace of the game.

The journey rules break down a journey into three distinct stages, each one influencing the one that follows it in some way. The first stage represents the party **embarking** on the journey: plans are made, supplies gathered, maps studied and routes agreed upon. The party decides between them who will undertake which tasks on the road.

But there is more to this stage than simply preparations. It also represents the party's ability to stay to the course, to keep their spirits high, and may take into account the harsh Athasian weather. In broad strokes, it gives a feeling of the overall tone of the journey from its outset.

The second stage represents **events** arising, and the tasks carried out by members of the party during the course of the main part of the journey. Depending on the length of the journey, the party will make one or more rolls that represent the challenges or opportunities that they find placed in their way.

These rolls will determine both the nature and the magnitude of the encounters they will face and may require several of the party to work together to overcome any challenges.

The third stage of the journey is representative of the party's **arrival** at its destination. The party's Guide makes a roll, often modified by the outcomes of the tasks undertaken by other members of the party during the main part of the journey.

The result of this final roll will determine whether the party arrive in high spirits, full of tales of bold deeds, beautiful moonrises, and delicious meals cooked over open fires, or if they trudge the final miles, footsore and dispirited, backs bent under the weight of packs, silently brooding upon empty bellies, wrong turns, and poor choices.

Journey Rules Summary

- Players assign tasks and plan route.
- Dungeon Master determines **Peril Rating** of the journey.
- The Guide makes an **Embarkation Roll** (d12) – this is modified by half the Guide's Will Bonus plus their navigation non-weapon proficiency slots, minus the Peril Rating.
- The Dungeon Master either relays the result, or optionally hints at it
- Determine the number of **Journey Events**.
- Events are created by rolling a d12, potentially modified by the Embarkation result.
- Events are played through, noting down the result for reference.
- The **Arrival Roll** (d8) is made, and results are applied.

Step One: Embarkation

When the players have decided on a destination, they need to choose the best route to get there. Using the Merchant's Map, they indicate the general route they intend to follow, and the Dungeon Master consults his own map to determine the **Peril Rating** of the journey.

The difficulty and danger of the journey is based on its length, on the area and terrain traversed, and on the weather while the journey is taking place (journeys in extreme heat are more strenuous than those when the weather is cooler). Athas is a perilous place, so the shortest route may not always be the safest.

While the DM consults his maps, players assign their characters a task for the journey, roughly summarising what they will be doing for the length of the trip.

An experienced party differs from novice adventurers in the capability of its members to collaborate effectively. When they are travelling, the characters usually divide up some of the duties according to ability.

The tasks divided between the party are as follows:

- **Guide:** In charge of all decisions concerning route, rest, and supplies. Guides rely on the **navigation** non-weapon proficiency.
- **Scout:** In charge of setting up camp and opening new trails. Scouts rely on the **survival** non-weapon proficiency.
- **Hunter:** In charge of finding food in the wild. Hunters rely on the **hunting** non-weapon proficiency.
- **Look-out:** In charge of keeping watch. Look-outs rely on the **observation** non-weapon proficiency.

With the exception of the party's Guide, more than one character may be assigned the same task (in other words, there may be more than one character acting as Look-out, or more characters going hunting regularly), but normally no character may assume more than one role at the same time (posing as the group's Hunter *and* Scout, for example).

If there's more than one person assigned to a task then the party must nominate a lead Scout, Hunter or Look-out. That character is the one who makes the rolls and benefits from the assistance of the other characters with that task.

If a task goes unfilled, any relevant tests for that task which come up are taken at a disadvantage – roll twice and take the worse result.

Determining the Peril Rating

The Dungeon Master should consult his map to determine the difficulty of the terrain through which the journey passes. Whichever type of terrain forms the majority of hexes passed through by the proposed route determines the overall terrain type:

Easy Terrain: 1

Mild/familiar terrain, extensively mapped with well-travelled roads and/or frequent settlements.

Terrain Types: Silt (familiar routes), verdant belts, roads.

Moderate Terrain: 2

Areas that the party may have some knowledge of, that they may have travelled through once or twice.

Terrain Types: Salt flats, scrub plains, silt (unfamiliar routes), stony barrens, trails.

Hard Terrain: 3

Unfamiliar areas, trackless wilderness.

Terrain Types: Boulder fields, rocky badlands, sandy wastes, silt (unknown routes).

Severe Terrain: 4

Dangerous and deeply inhospitable regions where considerable peril awaits.

Terrain Types: Forest, forest ridge, mountains, mud flats, swamps.

Daunting Terrain: 5

Areas steeped in danger and malign influences. Only the bravest of adventurers should dare terrain of this sort.

Terrain Types: The Dead Lands, the Valley of Dust and Fire.

Increase the level of the terrain by one when the temperature is at Furnace level or higher. Journeys are harder when the harsh Athasian climate is at its most brutal.

Optionally, the Dungeon Master does not have to inform the players of the Peril Rating of their journey and thus keeps the final outcome of the Embarkation roll secret from them, instead paraphrasing to perhaps give some hints of what may lie ahead of them on their journey.

The Embarkation Roll

Once the route is decided upon, and the Dungeon Master has determined the Peril Rating of the journey, the Guide must make an Embarkation Roll using a single d12.

This roll is modified as follows: the Guide's navigation non-weapon proficiency slots plus half their Wisdom bonus (round up), minus the Peril Rating of the journey.

The result of the roll is used on the Embarkation Table below. The Guide should make a note of both the numbered result and its effects. The result may be referred to during the following parts of the journey.

Mounts and Vehicles

When travelling, companions may ease their toil by bringing mounts to carry their burdens, or may journey in vehicles such as wagons or argosies. If the party travels aboard vehicles or is equipped with mounts for the greater part of their journey, ignore the first point of Constitution damage incurred while on the journey.

Characters looking for such assistance must start their journey in a settlement where such resources are available and must be able to afford the expense.

Note that there are many places on Athas where mounts are unwilling to venture. This includes the Crescent Forest, the Forest Ridge, and the Ringing Mountains. Reluctant animals can be coaxed over a mountain pass with an animal handling non-weapon proficiency check at a −10 penalty.

Embarkation Table

1. (or less) Dark Signs and Evil Portents

The party's path is likely to lead them through places both ancient and terrible. Modify all rolls on the Journey Event tables by +2. The proficiency check to determine the initial outcomes of these encounters suffers a −10 penalty.

2. A Fell and Foreboding Start

The party sets out under a pall of doom. A sense of foreboding and menace looms at every turn and misfortune dogs their steps. Tasks are harder, and remain so until the feeling of doom can be shaken off. All rolls during Journey Events suffer a −5 penalty until a roll is successfully made, at which point the dark mood lifts.

3. The Hunger of the Wastes

The party has the misfortune to have chosen a path upon which beasts of the wastes and raiding tribes are more likely to be encountered. They will need to work hard to avoid encountering those who would wish to do them harm: a brooding feeling of danger seems to pervade their senses throughout the journey, as if unseen eyes watch them at every turn. Modify all results on the Journey Events tables by +1. The first roll made during any encounters suffers a −5 penalty.

4. The Wearisome Toil of Many Leagues

The party finds that the maps that they consulted were poor, inaccurate, or out of date, or that the path they find themselves upon is beset with obstacles, dead ends, and difficult terrain, making the going harder than it should be. Throughout the journey, terrain types are classed as one grade harder to traverse.

5. Harsh Weather

There are frequent sandstorms, scouring winds, the sun beats down unrelentingly, night-frost numbs toes and fingers. Rest is hard to find, sleep is elusive, and every mile walked feels like three. As a result, each member of the party suffers 1 point of Constitution damage per level of Peril Rating.

6. Meagre Supplies and Poor Meals

Whether as a result of unfortunate mishaps during cooking, a scarcity of game, a blunder when picking edible cacti, or a need for haste leading to the party simply eating what scraps they have while on the move, the meals eaten during this journey have a tendency to be, by turns, undercooked, infrequent, burned, tasteless or just foul. As a result, all members of the party suffer a −2 penalty on all non-weapon proficiency checks made throughout the journey.

7. Feasts Fit for Merchant Princes

Perhaps game is plentiful, edible cacti and small oases seem to spring up out of nowhere along the party's path, or the cook brought exactly the correct amount of kuzza pepper. For whatever reason, the party's meals during this journey are a thing to be anticipated with joy, and to be remembered for days after. Accordingly, all members of the party receive a +2 bonus to all non-weapon proficiency checks made during this journey.

8. Fine Weather

Each morning brings a gentle sunrise that raises spirits and fills all who see it with hope for the day ahead, and the nights are cool and soothing to a weary traveller, the wind no more than a light breeze, and the air is free of dust and silt, creating majestic and breathtaking vistas. As a result, each member of the party may ignore one point of Constitution damage accrued during this journey from any source.

9. Paths Both Swift and True

Whether as a result of consulting good-quality maps, referring to the knowledge of local travellers, or simply due to an innate knack for finding the easiest path, the Guide has planned a route that will allow the party to travel swiftly and directly to its destination. Throughout this journey, all terrain types are considered to be one grade easier to traverse.

10. Blessings of the Wanderer

Though foul beasts roam the wastes, the Guide has wisely chosen a path that will conceal the party from the attentions of all but the most determined and alert of foes. In addition, the party seems more aware of their own surroundings and will likely spy out both trouble and opportunities upon their path. As a result, modify all results on the Journey Events table by +1 and the first roll made during each encounter receives a +2 bonus.

11. With Hopeful Hearts and Clear Purpose

The party embarks with light hearts and a sense of hope. They are resolute and determined to cleave to their path, regardless of hardship or setback. Accordingly, each member of the party gains a +2 bonus on all non-weapon proficiency checks made throughout the journey.

12. (or more) From Auspicious Beginnings

The party sets out upon a path that will likely show them wonders long since forgotten or into dangers that most would quail at the thought of. But the auspices are good and, should the party be true, they will surely prevail. As a result, add +2 to the rolls on the Journey Events Table. Additionally all rolls made to determine the initial outcome of these encounters receive a +5 bonus.

Step Two : Journey Events and Task Rolls

During the journey, members of the party may be called upon to use their wit and talents to ensure that the journey does not fall to ruin.

There are times when a single member of the party may have to overcome a challenge alone whereas, at other times, several companions may need to work together to be successful.

On a short journey, the party will typically be faced with 1–2 events, on a medium journey 2–3, and on a long journey 3–5. The number of events is influenced by the Peril Rating of the journey, with more dangerous journeys leading to a higher number of events.

The number of challenges to be faced is determined as follows:

- Short Journey (1–15 hexes on the Dungeon Master's map): 1d2 for number of events.
- Medium Journey (16–40 hexes on the Dungeon Master's map): 1d2+1 for number of events.
- Long Journey (41+ hexes on the Dungeon Master's map): 1d3+2 for number of events.

Note that Long Journeys are extremely hazardous to low to mid-level characters, and likely to put them in extreme danger. A wiser party will break their journey into shorter, more manageable legs, with long rests at safe places in between.

The terrain modifies the roll to determine the number of events faced as follows:

- Journeys through predominantly Easy terrain result in a –1 modifier to this roll, to a minimum of 1.
- Journeys through predominantly Hard or Severe terrain result in a +1 modifier to this roll.
- Journeys through predominantly Daunting terrain result in a +2 modifier to this roll.

The Dungeon Master should make this roll in secret and should not disclose to the players the number of challenges they will face.

The following table gives a range of possible events. The lower numbers represent minor events, whilst the higher numbers indicate some important or momentous occurrence.

Any non-weapon proficiency checks made on the journey receive a modifier based on the Peril Rating, as follows:

Peril Rating	Modifier
1	+5
2	0
3	–5
4	–10
5	–15

To determine what happens in each event of the journey, the Dungeon Master rolls 1d12. The result may be modified by the Embarkation roll, or previous events on this or prior journeys. The DM consults the following chart, and narrates the event to the party.

Journey Events Table

1. (or less) A Chance Encounter

The party meets a group of travellers. Perhaps a band of elves, merchants from one of the Seven Cities, or tribesmen hunting their supper. The Scout may either make a survival non-weapon proficiency check to lead the party past the travellers undetected if the party wish to avoid them or any member of the party may attempt a fast talk check if they choose to interact with them.

If the fast talk check is successful, the party may choose to gain some snippets of information concerning the path ahead of them, in which case the first roll of their next travel event receives a +5 bonus.

If the fast talk check is unsuccessful, the party has made a poor impression on the travellers and the information they receive is inaccurate or misleading, resulting in the first roll of the next event suffering a –5 penalty.

2. Feasts Beneath the Moons

The party finds signs of easily foraged food or useful herbs at a fortuitous moment, perhaps as their own supplies are running low. The Hunter must make a hunting check in an attempt to take advantage of this.

If successful, they may prepare a meal which will restore 1 point of Constitution damage or heal 2d4 points of damage to each member of the party.

If they fail this roll, the Guide's Arrival roll will incur a –1 penalty.

The survival check has an additional –5 penalty or +5 bonus if the Embarkation roll was 6 or 7, respectively.

3. An Obstacle

Deep sand-drifts, a rockslide, or unexpected subsidence block the path ahead. The party must work together to clear their path. The Guide must make a navigation check and each other party member must check their choice of survival, knowledge (engineering), or Strength.

If the party has mounts, one of the party must instead check animal handling.

These checks suffer an additional −5 penalty or +5 bonus if the Embarkation roll was 4 or 9, respectively.

If all of the checks are successful, the party has worked well together, clearing the route and feeling a sense of satisfaction from their unity. As a result, the Guide's Arrival roll will benefit from a +1 modifier.

If half or more of the tests are successful, the route is cleared with some difficulty and no bonus or penalty is incurred.

If less than half of the rolls are successful, but not all fail, the party has struggled to overcome the obstacle and each of them suffers a point of Constitution damage.

If all the rolls fail, the party is forced to backtrack to bypass the obstacle. Each of them suffers a point of Constitution damage and the Guide's Arrival roll is subject to a −1 penalty.

4. In Need of Help

The party discover a band of travellers who have suffered some misfortune, or a small settlement beset by woes. The party may choose to help them, or not.

If they choose not to, they will suffer a +3 penalty on all reaction rolls within 25 miles (5 hexes) of that location for the next month.

If, instead, they choose to help, the party must make three non-weapon proficiency checks, chosen by the Dungeon Master, to reflect them aiding the needy souls.

Each test must be made by a different character (unless there are fewer than three characters in the party) and will typically be selected from: animal handling, fast talk, healing, herbalism, knowledge (local), observation, survival, or water find

The same skill may be called upon more than once, in which case it must be attempted by different characters.

If all of the tests are successful, each member of the party will receive a −3 bonus on all reaction rolls within 25 miles (5 hexes) of that location for the next month. Additionally, the party will receive a +1 bonus to the Guide's roll upon arrival at their destination.

If half or more of the rolls are successful, the party may select one of its number to receive the reaction bonus, and the party receives a +1 bonus to the Guide's Arrival roll.

If 1 of the rolls is successful, the party receives a +1 bonus to the Guide's Arrival roll.

If all the rolls fail, the party is slightly despondent and receives a −1 modifier to the Guide's Arrival roll.

5. Unwelcome Encounter

Hostile scouts, hunters, or minor beasts of the wastes cross the party's path; this may even be sharp-eyed templars, gathering news for one of the sorcerer-kings.

The Look-out must make an observation check to spot the enemy before they become aware of the party.

If successful, the party has seized the initiative and may decide how to proceed. They may either sneak past the hostile force or ambush them, in which case they benefit from a round of surprise.

If the Look-out's observation roll fails, the hostile scouts set an ambush and they benefit from a round of surprise.

If combat ensues, the Dungeon Master may resolve it as normal, setting out the combat abilities of the small enemy party to give a small to moderate challenge to the party.

In addition to any other modifiers, all rolls made outside of combat during this task are subject to a −5 penalty or a +5 bonus if the Guide's Embarkation roll was either 3 or 10, respectively.

6. Majestic and Stark Wonder

The party finds itself presented with a spectacular vista. A sunset, an oasis, a mountain range. Each member of the party must make a Wisdom check. If successful, they see the beauty of the scene and feel invigorated, recovering one point of Constitution damage.

If unsuccessful, they instead see only the dark sun, hard paths yet to be walked, or steep and daunting dunes to be climbed and suffer a point of Constitution damage.

If all members of the party are successful, they receive a +1 bonus to the Guide's Arrival roll.

If all fail, the Guide's Arrival roll incurs a −1 penalty.

In addition to any other modifiers, rolls made for this task receive a −5 penalty or a +5 bonus if the Guide's Embarkation roll was either 5 or 8, respectively.

7. A Hunt

The Hunter sees signs or tracks left by some game that would likely prove a far better meal than their travelling rations, perhaps at a point in the journey where the party's supplies are running low, or when their spirits seem to be flagging.

The Hunter must make a hunting non-weapon proficiency check to hunt down this game.

If the roll is successfully made by 5 or more, the prey is brought down and a great feast is had, restoring one point of Constitution damage and giving a +1 bonus to the Guide's Arrival roll.

If the roll is successful, the party enjoy a hearty meal and each may remove one point of Constitution damage.

If the roll fails, the hunt was unsuccessful and the party spend a hungry night, resulting in each suffering one point of Constitution damage.

If the Hunter fails their roll by 5 or more, the hunt was a disaster, pulling the party off course and leaving them with nothing to show for their efforts but sore feet and growling bellies. As a result, each suffers a point of Constitution damage and the Guide's arrival roll becomes subject to a −1 penalty.

In addition to any other modifiers, the roll made during this task is subject to a −5 penalty or a +5 bonus if the Guide's Embarkation roll was either 6 or 7, respectively.

8. A Few Scattered Oases

The Scout has spotted a location that has the potential to be a safe and comfortable place to make camp. Perhaps it is a sheltered gully, close to an oasis, or it may be an existing camp-site, used by merchants, already stocked with firewood and canvas to fashion shelters from the elements. It may even be an ancient building, easily defensible, allowing the party to rest a little easier on their journey. The Scout must make a survival check as the party draw close to the site.

If the roll succeeds by 5 or more, the camp-site is all the party could have hoped for, and they may heal wounds as if they had enjoyed full bed rest with supervised healing and herbalism, in addition to recovering a point of Constitution damage. As an added bonus, the Guide will receive a +1 modifier to their Arrival roll.

If the roll is simply successful, the party has an undisturbed night, and, if needed, each may recover a point of Constitution damage.

If the roll fails, the camp-site proves to be less than it might have been. The party spend a restless night, beset by feelings that they are being watched perhaps, or discovering that the spot they have chosen is rocky and uncomfortable or prone to sandstorms. They awake weary and dispirited and suffering from a point of Constitution damage.

If the roll failed by 5 or more, the camp is already occupied by something hostile and dangerous; the Dungeon Master should roll on the encounter table for that terrain type. Whatever the nature of the threat, the party have blundered into its midst and combat will surely ensue.

Regardless of the result of the combat, assuming the party survives, the night is a poor one at best and the only memories they carry with them of the camp are those of hard knocks and a final, unfulfilling rest. In addition to any damage sustained, the Guide's Arrival roll is subject to a −1 modifier.

9. A Lingering Memory of a Lost Age

The party discovers a relic of past ages. A statue, a building, the remains of an ancient settlement, perhaps even some finely wrought trinket half-buried in the earth. It is even possible that they witness the Dragon flying high overhead.

With good fortune and a strong will, the party will be uplifted by this sight, sensing something hopeful for the future in this glimpse into the past. With poor fortune, the party will be filled with a sense of doom, seeing the decay of lost glory and the end of hope.

Each member of the party should make a Wisdom check. If successful, they are filled with hope regarding their journey and their personal struggles and gain a +5 bonus on the next saving throw that they must make.

If they make the roll by 5 or more, they are so invigorated by the sight that they may also remove a point of Constitution damage.

Additionally, if at least half of the party is successful, a +1 modifier may be applied to the Guide's arrival roll.

With a failed roll, they see only the fleeting nature of life and the inevitable death of their world, and suffer a −5 penalty on the next saving throw they make.

If they fail the roll by 5 or more, they feel morose and wearied by the scene and suffer a point of Constitution damage in addition to the saving throw penalty.

Additionally, if more than half of the party fail (since we're talking about individual rolls) their roll, a −1 modifier must be applied to the Guide's Arrival roll.

10. An Arid and Bleak Place

The essence of something dark and terrible lingers here. It may be the site of some ancient battle, haunted still by the shades of the fallen, it may be a place where the Dragon worked foul magics, long ago, or a ruin that was once home to a mighty defiler. Athas has a long history, and not all of it is pleasant. That said, even the dark sun may hide something bright and good and even the desert bears beauty at its breast.

The Scout must make a survival check to become aware of the darkness surrounding this area before the party blunders too deeply into it.

If the roll is a success by 5 or more, the party witness some sign that reaffirms their hope in the struggle to achieve their goals. Perhaps they see evidence of the downfall of whatever evil thing once lived here, perhaps a refreshing breeze cuts through the heat, lifting the spirits of all who feel it.

Whatever the reason, each member of the party may remove one point of ability damage to any one score and receives a +2 bonus on the next saving throw they make.

Additionally, the Guide will receive a +1 bonus to their Arrival roll.

On a successful roll, they manage to avoid the pervasive sense of corruption that lingers here and may count themselves lucky. Accordingly, the Guide receives a +1 bonus to their Arrival roll.

If the Scout fails their roll, the party has wandered into the heart of the area and feels the dark nature of the place touch their hearts. Each character must make a Wisdom check or suffer a point of ability to damage to one score (player's choice).

If the Scout's roll fails by 5 or more, some dark thing still lurks here, ancient and evil, and the party have disturbed its slumber...

11. Monstrous Abominations

Elven raiders, gith, a marauding slave tribe, or great beasts of the wastes are moving through the area. Avoiding them will be challenging. If the Guide's result on the Embarkation roll was a 3, a confrontation is unavoidable.

In spite of this, a successful observation non-weapon proficiency check roll from the Look-out will allow the party time to prepare and will grant them a round of surprise in the combat.

A failed observation roll in this instance will indicate that the party has little time to prepare and receives no such bonus.

If the Guide received a 10 on the Embarkation roll, the Look-out's observation check allows the party to find a path that will bypass the enemy force unnoticed.

Should this roll fail, the party will still have time to establish an ambush, and as such will benefit from a round of surprise.

Should the Embarkation roll have been neither 3 nor 10, the party may attempt to sneak past the hostile force. This will require a successful Dexterity check from each of them, with a single successful animal handling roll from one of the party should they have mounts.

If any of these rolls fails, they have been spotted and battle will swiftly follow, with no advantage to either side. The Dungeon Master should make the combat reasonably challenging, without allowing it to dominate the entire session.

12. (or more) What Lurks out in the Barrenness

The party has encountered a traveller upon the road, but all may not be as it at first appears. This is no ordinary wanderer, but rather is a figure of power in the Tablelands. This will be a significant encounter not soon forgotten.

Whether the meeting is for good or ill, for attaining this result the Dungeon Master may well choose to reward the party with additional Experience Points for the encounter.

The traveller may be a pyreen, wandering the lands and appearing, at first glance, to be little more than a ragged wastrel. Or perhaps it is one of the villichi, travelling to or from their hidden refuge. It may be a famous figure like Korgunard, Agis of Asticles, or Sadira, roaming the deep, wild badlands or the rolling dunes.

Alternatively it may be something more sinister. A powerful defiler in search of forbidden lore, ancient kaisharga on some malignant errand, or other long-forgotten undead travelling the lands with foul and evil purpose. Characters may well stumble upon a foe beyond any of them...

If the Embarkation roll was a 1, the encounter will automatically be with a malign individual. Conversely, if it was a 12, the party has encountered a powerful and benevolent individual. The outcome of such a meeting however, will depend on how the party approaches matters.

If neither a 1 nor a 12 was rolled on the Embarkation table, the Look-out must make an observation check.

If this roll succeeds by 5 or more, the party has encountered a person of great standing, and sees them for what they are.

Each member of the party may immediately remove all damage to one ability score and gain a +1 bonus to their Arrival roll.

If the Look-out's roll succeeds, they have spotted the traveller, but do not realise who they may truly be. The initial description of this encounter should then be played out as if it was a result of 1 on this table (**A Chance Encounter**). Should the party choose to interact with the traveller, a successful Wisdom check or some demonstration that the party has true and good purpose should lead to the true identity of the person they have met. Should this happen, the encounter should then play out in much the same way as detailed above.

If the Look-out's roll fails, the party have encountered a dark and powerful foe way beyond any of them. For low-level parties, this could be a superior force of gith, a hunting pack of thri-kreen, or perhaps a particularly large and fierce b'rohg.

At higher levels it could be something much darker and more powerful – a warband of giants, or even a kaisharga about some dark business.

If the party wish to avoid further confrontation, each member must make a Dexterity check (with a single additional animal handling check if the party has mounts) to slip away unnoticed.

Should more than half fail, they will need to flee in haste for fear of their very lives. All suffer a point of Constitution damage, and the Arrival roll will be subject to a –1 penalty.

If the Look-out's roll fails by 5 or more, they are automatically spotted, with no chance to sneak away. They must flee in haste for fear of their very lives. They automatically suffer 2 points of Constitution damage, and the Arrival roll will be subject to a –1 penalty.

Step Three: The Arrival Phase

As the party completes its journey, they make a roll to determine their overall mood and demeanour. Dependent upon the exhortations of the Guide, the difficulty of the terrain they have travelled, and the party's successes or failures upon the road, they may be in high spirits or despondent; full of vigour or footsore and weary. They may have fine tales to tell, or they may be gritting their teeth and silently scowling at any folk with whom they must interact. This roll is additionally modified depending on the difficulty of the majority of the terrain that the party crossed, as follows:

- **Easy Terrain:** +1 to the Arrival roll
- **Moderate Terrain:** No modifier
- **Hard or Severe Terrain:** –1 to the Arrival roll
- **Daunting Terrain:** –2 to the Arrival roll

The Guide rolls a d8, applies any modifiers from the Embarkation roll, terrain, and journey events, and then compares the result with the Arrival Table:

Arrival Table

1. (or less) Sun-Scorched and Wind-Scoured

The journey has taken a heavy toll on the spirits of the party. The paths they followed have shown them little that is good and have left them feeling tired and without hope. The memories of any good fortune they may have experienced along the way now seem distant.

Each member of the party must make a saving throw against paralysation with a –1 penalty per point of Peril Rating. If their journey took them through an Arid and Bleak place (10 on the Events table), there is an additional –2 penalty. A failure means that each character in the party suffers 1d6 points of Wisdom damage.

2. A Few Bushels of Mouldering Grain

Regardless of whether the party has enjoyed fine food or has subsisted on trail rations, during the final leg of their journey, their supplies dwindle rapidly and they arrive at their destination feeling the pangs of hunger gnawing at them. This hunger will be a distraction to them. As a consequence, everyone in the party suffers 1d4 points of damage to a randomly determined ability score.

3. Life is Grim and Short

Party members are beset by foul moods and short tempers that they must work hard to throw off. They suffer a −5 penalty on all rolls pertaining to social interaction, until they succeed in one of these rolls. If there is a single upside to this dark mood, it is that they are so spoiling for a fight that each member of the party receives a −2 bonus on any initiative rolls, should they find themselves in combat at the destination.

4. An Uncertain Arrival

The party's arrival is poorly timed or it may be that they are unsure if they have even arrived at the correct destination. They may arrive at a settlement late in the night, after the gates have been barred, and may need to work hard to convince a watchman to allow them to enter, or they may have been certain that the gith encampment that they were planning to scout before attacking it was still several miles away, only to find themselves almost in its midst. The mechanics for this result will vary greatly, depending on the nature of the destination.

The Dungeon Master may require the party to make fast talk checks to simply gain access. A short but desperate fight may be played out as the party struggles to overcome enemy guards before an alarm is raised. The Dungeon Master may ask for a navigation check from the Guide to successfully navigate to the correct destination, with a failed roll resulting in all members of the party suffering a point of Constitution damage, as they are faced with additional long miles to reach their true destination.

5. A Long But Worthy Journey

As the party nears the end of their journey they feel every mile they have walked in the aches and pains that beset their bodies. But the aches are good ones, the legacy of a path well walked to a worthy goal. As they arrive, their fatigue seems to slip away like mist beneath the moons, leaving them feeling refreshed and invigorated. As a result, each member of the party may immediately remove a point of Constitution damage.

6. Grimly Determined

The many leagues that the party has travelled have filled them with a sense of clear purpose regarding their goals, dark though the path ahead may be. As a result, the Guide will receive a +1 bonus to their next Embarkation roll.

7. Tales of High Adventure

The party arrives with the tales of their journey on their lips, spirits high, and thoughts filled with fine memories. This joyous mood is contagious to all but the most dour of folk. Accordingly, the party receives a +5 bonus on all rolls pertaining to social interaction, which remains until they fail at one of these rolls.

8. (or more) To Stir the Untamed Heart

The journey has reaffirmed the party's dedication to their struggles and their bonds with each other. They have weathered hardships, faced dangers and persevered and their faith in themselves and each other seems unshakeable. Each member of the party may remove all ability score damage incurred during the journey.

Using the Journey Rules with the Campaign Guide

The **Dark Sun Campaign Guide** contains rules for dehydration and damage for exposure to the elements in **Chapter Eight: Adventuring**. How do those rules interact with the new Journey rules presented here?

The Journey rules present several opportunities for characters to suffer Constitution damage, either due to a poor Embarkation roll or, more likely, due to events that take place during the journey itself. The DM needs to bear in mind issues arising from exposing player characters to excessive amounts of Constitution damage.

Dehydration

The rules for dehydration are unchanged. At the outset of any journey, the party should ensure that it has sufficient water for the trip. On any day that a member of the group does not receive their required amount of water, they suffer Constitution damage as described in the **Campaign Guide**.

This damage can be reduced, healed, or removed entirely by journey events or the results of a good Arrival roll.

The threat of dehydration is an important aspect of the Dark Sun setting and considerations of water remain a part of any journey.

Exposure

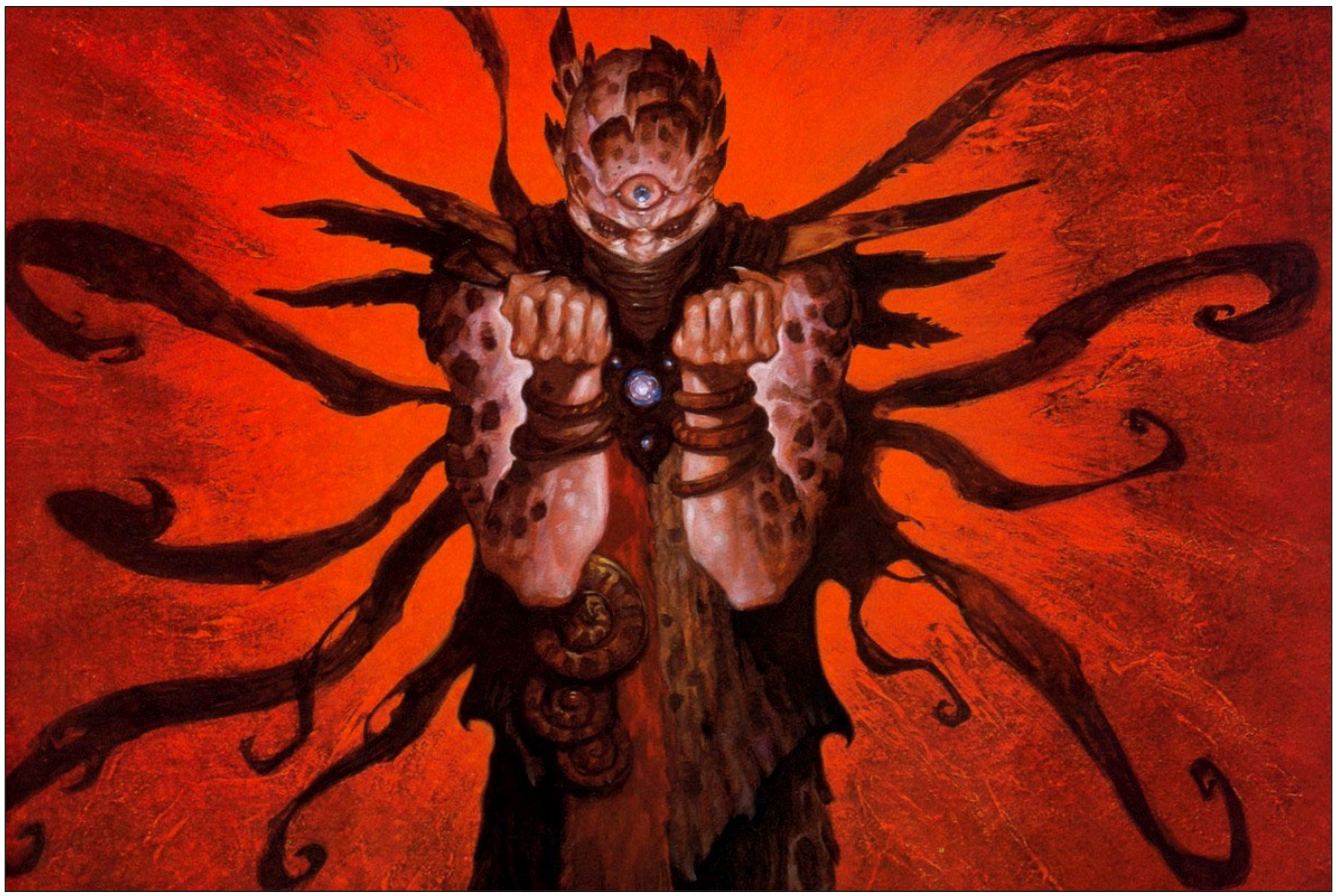
The Journey rules already include the risk of characters suffering Constitution damage. An Embarkation roll of 5 applies 1 point per terrain level. Event rolls of 3, 6, 7, 8, 9, and 12 all carry the risk of party members suffering additional Constitution damage.

In contrast, an Embarkation roll of 8 decreases Constitution damage, as do Event rolls of 6, 7, 8, and 9. Nevertheless, the risk of additional Constitution damage when using the Journey rules is real.

For this reason, apply the following modifications to the rules presented in the **Campaign Guide** when using the Journey rules:

- On an Embarkation roll of 4, all heat protection non-weapon proficiency checks suffer a –5 penalty throughout the journey.
- On an Embarkation roll of 8, all heat protection non-weapon proficiency checks receive a +5 bonus throughout the journey.
- Make all heat protection rolls at the times indicated on page 218 of the **Campaign Guide**. However, halve any resulting Constitution damage. So a failed heat protection roll in Hot weather deals 1d2 points of Constitution damage. In Very Hot weather, damage is 1d3, and in Furnace weather it is 1d4. Damage incurred in Inferno temperatures is unchanged.

Psionic Enchantments



Beyond the horizons of routine magic are whole seas of power that cannot be tapped naturally. The unaided mind, regardless of intelligence, cannot comprehend, let alone command, such tremendous energy. But psionics can "tune" the mind for greater mastery of magic. The combination produces the most powerful magic available in a Dark Sun campaign. This combination of psionics and sorcery is key to the advanced beings, particularly defilers and preservers, who use it to power their transformations.

Psionic enchantment is magic, not psionics. As stated in the **Complete Psionics Handbook**, "Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters... Psionics is the complete opposite of this. The psionicist shapes, controls, harnesses, and utilizes natural forces that infuse his own being." Psionics and magic are separate forces.

In psionic enchantment, psionics is a means to an end, a catalyst in the magical process. Wizard spells beyond 9th level and priest spells beyond 7th level are too difficult for the unaided mind to comprehend. Only through psionics can the mind handle this magic.

In game terms, psionic enchantments are new spells for the highest-level wizard and priest characters who are also psionicists. For wizards, psionic enchantments are 10th-level spells. For priests, psionic enchantments are 8th-, 9th-, and 10th-level. These spells become available once the character reaches 20th level in their spellcasting class and 20th level as a psionicist.

There is no separate discipline for use of psionic enchantments. A 20th-level spellcaster who reaches 20th level as a psionicist is always ready to negotiate psionic enchantments.

The enchantments are spells of great scope, at times dwarfing the effects of those normally available to wizards and priests. Whereas existing spells focus on the individual and immediate surroundings, psionic enchantments can affect entire cities or armies or alter the face of Athas itself.

Such extraordinary magic requires careful preparation for weeks, months, and even years as the spellcaster puts the magical wheels into motion. Gathering components becomes an exacting task in itself, often calling for grand and dangerous quests. The caster must become intimately familiar with the target, be it a tract of desert he wishes to make bloom or the personal background of an army he wishes to erase from existence. Many spells have durations directly proportional to preparation time. Psionic enchantments have a separate "Preparation Time" line in their game statistics.

Characters can research new psionic enchantments beyond those listed. Often, a wizard performs such research amid ancient ruins, studying old tomes and tablets, building on the work of long dead sorcerers. Such research takes at least one year.

Defiling psionic enchantment: When dragons cast psionic enchantments, they defile the land in the same manner as a 9th-level spell. Furthermore, the psionic enchantment can also injure or destroy living creatures.

When a 10th-level defiling spell is cast, all living creatures (except the caster) within 30 yards of the caster are affected, regardless of terrain. In game terms, the creatures take 1d6 damage for every level of the caster above 20. Only magic can heal this damage.

The affected creature has effectively had a portion of its living tissue turned to ash. The ash is distributed evenly throughout its body; if more than half the victim's hit points are lost to defiler magic, much of its skin falls away as ash. If the victim is reduced to zero hit points, its entire body is turned to ash and he is killed. No character killed in this way can be resurrected.

Wizard Psionic Enchantments

10th Level

Abrasion
Advanced Domination
Defiler Metamorphosis
Defiling Stasis
Defiling Regeneration
Dome of Invulnerability
Enchanted Armaments
Enslave Elemental
Immediate Animation
Just Sovereign
Life Extension
Magical Minions
Magical Plague
Masquerade
Mass Fanaticism
Mountain Fortress
Pact
Preserver Metamorphosis
Prolific Forestation
Prolific Vegetation
Pure Breed
Raise Nation
Recruitment
Reverse Loyalties
Rift
Rolling Road
Undead's Lineage
Wall of Ash

Priest Psionic Enchantments

8th Level

Alter Climate
Create Oasis
Forever Minions
Hasten Crops
Reverse Winds
Wild Weather

9th Level

Air of Permanence
Disruption
Mountainous Barrier
Pocket Dimension
Prolific Vegetation
Storm Legion

10th Level

Cleanse
Insect Host
Planar Vassal
Prolific Forestation
Rift
Silt Bridge

Italicised spells are reversible.

Wizard Psionic Enchantments

Abrasion

(Evocation)
Range: 90 yards
Components: V, S, M
Preparation Time: 10 days
Casting Time: 10 turns
Duration: 120 days
Area of Effect: Special
Saving Throw: None
With this spell, a wizard can cause the ground to vibrate violently, turning the gravel and sand into deadly abrasives. During the preparation time, the caster must enchant and mix the spell components, spending at least eight hours per day in isolation.

The spell can be cast in the following terrains: rocky badlands, stony barrens, sandy wastes, salt flats, and boulder fields. Once cast, the wizard shapes the area of effect, which totals ten 100-yard by 100-yard squares, plus five additional squares per level of the caster above 20th (a 25th-level wizard could, therefore, lay them end to end, making a barrier 100 yards wide and 3,500 yards, or just over 2 miles long). The area of effect can be shaped, in any way desired, out of these building blocks. Any vegetation there will remain unaffected.

Any creature that puts his full weight against the affected area of ground will suffer damage. On the first round of contact, it will inflict 1 point of damage. On the second, it will inflict 1 point of damage per Hit Die. On the third and subsequent rounds, it will inflict 1d3 points of damage per Hit Die. Especially tough hide or footwear may postpone damage for one or, at most, two rounds. By the nature of the damage, after suffering half of their total hit points in damage a creature will be unable to free himself (at the DM's option).

The material components for this spell are sands caught in a driving wind, and fragments of bone from creatures blasted clean in sandstorms. These must be mixed during the preparation time.

Advanced Domination

(Enchantment/Charm)
Range: 10 yards/ level
Components: V, S, M
Preparation Time: 7 days
Casting Time: 1 turn
Duration: Special
Area of Effect: 1 person
Saving Throw: None
This spell lets the wizard control the actions of any person of the player character races (aarakocra, dwarf, elf, half-elf, half-giant, halfling, human, mul, pterran, or thri kreen). During the preparation time, the wizard must be in constant contact with an item once owned by the intended victim, an item that is somehow emotionally prized by that character. For instance, a letter from a loved one, the character's first metal weapon, a family heirloom, etc., would suffice. (Emotional attachment to the item is up to the DM). The time spent procuring the item does not count toward the preparation time; the wizard can undertake any activity during that time, provided he carries the item on his person.

Once cast, the victim gets no saving throw. *Protection from evil* in no way hinders this spell. The caster can then control the actions of the victim within the limits of the subject's body, through telepathic contact. The subject cannot resist this control.

This spell lasts until one of the following occurs: an immediate relative (sibling, parent, or child) of the subject retrieves the prized item and destroys it; time passes equal to the length of time the subject cherished the emotionally prized item; the caster chooses to end the spell. Keeping a subject under *advanced domination* counts as one 10th-level spell against the caster's maximum. Once ended, the prized item disappears.

The material component is the emotionally prized item. The item may or may not have any intrinsic value.

Defiler Metamorphosis

(Alteration/Evocation)
Range: 0
Components: V, S, M
Preparation Time: Variable
Casting Time: Special
Duration: Permanent
Area of Effect: The caster
Saving Throw: None
Defilers who have earned sufficient experience points to advance to the next stage of their dragon metamorphosis must successfully cast this spell. Once cast, the defiler mutates his physical form drastically, each time becoming less human and more dragon.

The defiler may begin his preparation time at any point as he approaches his next level, building structures, gathering components, studying, etc. But the spell cannot be cast before he has earned all necessary experience points. Though the experience points have been earned, the defiler gains no benefits of his new level until after the *defiler metamorphosis* spell is cast.

The exact material components, preparation time, and casting time differ, depending on what level the defiler is about to achieve, grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd levels): When approaching these levels, the defiler is merely beginning his metamorphosis toward dragon form. The preparation time at these levels must be at least one year, during which time the caster must have access to ancient documents, tablets, and scrolls that have never been studied by another defiler. Such materials must be discovered by the defiler or his minions and must be studied for at least eight hours every day for the entire year. Acquisition of such documents will usually be a quest in and of itself; once used, these documents cannot be used for this spell again. The material components must include vast riches (at least 10,000 cp worth of jewels, gems, coins, or artistic treasures), a vast structure where the transformation might take place, and no fewer than 1,000 Hit Dice worth of living creatures for the life-leeching process. The riches vanish and the living creatures are slain one heartbeat after the defiler begins casting. The structure, which must cost more than 50,000 cp to build, is not destroyed and may be used again to cast this spell when attaining all three of the low levels. The spell is cast from the deep interior of the structure, where the caster will actually transform – no other beings may be present at the instant of casting. The casting time is a full 24 hours; any interruption results in spell failure.

Middle (24th, 25th, and 26th levels): At the middle levels, the process is similar. The preparation time extends to two years per casting, during which time the caster must befriend and visit a powerful creature from an elemental plane. The caster must visit the planar creature three days of every fifteen for the entire preparation period. The DM must create and role-play the elemental creature – it is likely that it will force the defiler to perform difficult missions, more often than not for its own amusement, all through the preparation

period. The material components include fewer riches (at least 500,000 cp) but more living creatures (no fewer than 2,000 Hit Dice). A new structure must be built, which can be used for all three middle-level transformations, but this structure must be made of stone, take at least three years to construct, and must be ornately decorated, costing no less than 125,000 cp. The casting time is three days; any interruption results in spell failure.

High (27th, 28th, and 29th levels): For the high levels of dragon metamorphosis, the process actually must take place on either an elemental or the Astral plane. No structure or riches are required, but the caster must travel to his plane of choice with no fewer than 200 Hit Dice of living creatures from the Prime Material plane. The living creatures must be no fewer than 10 Hit Dice each and must willingly travel to the plane and participate in the casting. The actual casting time is 24 hours, and the caster must have the full cooperation of at least three powerful beings from that plane for the entire time. Locating beings willing to cooperate should be easy, but getting their cooperation requires exchanges of favours, quests, etc.; preparation time is equal to the time it takes to convince the planar beings to cooperate.

Final (30th level): The final stage of dragon metamorphosis requires no preparation time and a single material component; the slain body of a good creature defeated in single combat; the victim must be intelligent, have at least 20 Hit Dice, and be capable of casting 9th-level wizard spells or 7th-level priest spells. The spell must be cast over the fallen victim within one hour of his defeat; the casting time is merely one turn.

In all cases, the living creatures used as material components must be within one mile of the caster. Once cast, the defiler must make a successful system shock roll or die in the mutation process. Any interruption or mistake during the casting of the spell will kill the defiler character. This spell can only be cast by defilers.

Consult your DM for additional information about travel between the various planes of existence. Remember that travel to any plane except the elemental requires the character to breach the Gray – psionic enchantments are not immune to this restriction. More information about life-leeching by high-level defiler magic and the characteristics gained at each stage of the metamorphosis can be found in **Chapter Three: Advanced Beings.**

Defiling Regeneration

(Necromancy)
Range: 100 yards
Components: V, S, M
Preparation Time: 30 days
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None

With this spell, a defiler can empower a force of creatures to magically regenerate lost hit points at the expense of draining the life force from the vegetation around them.

During the preparation time, the defiler must prepare each of the creatures he plans to empower with regenerative abilities. He must decorate their faces and hands with non-permanent tattoos and their armours with special symbols of evil magic. The caster must have access to the creatures for the entire preparation period.

Upon casting, the defiler can empower creatures with Hit Dice equal to five times his level with a form of regeneration. Only living, corporeal creatures can be affected. The creatures regenerate 2 hp per round, including the round in which they are first wounded, for the duration of the spell. Even those slain regain consciousness when they regenerate up to 1 hp. The spell lasts for a number of days equal to the caster's level. When the spell expires, the tattoos and symbols vanish.

The magical energy driving this regeneration is taken directly from the land, just like defiling magic. During regeneration, the ground where the creatures were wounded becomes spotted with ash. A typical combat site leaves a few ashen footprints behind. The site of a major battle may be completely destroyed, turned to ash as the creatures regenerate lost hit points.

Any character of good alignment under the effect of this spell must attempt to have the magic dispelled before he takes damage – he must avoid combat damage at all costs. Failure to do so, or a willingness to accept the spell as an asset, is cause for an alignment change.

The material components for this spell are special inks and dyes made from the blood of regenerating creatures.

Only defilers can cast this spell.

Defiling Stasis

(Alteration)
Range: 0
Components: V, S, M
Preparation Time: 7 days
Casting Time: 1 turn
Duration: 1 day/level
Area of Effect: Hemisphere, 100-yard radius
Saving Throw: None

This spell pushes defiling damage far away from the caster for a period of time. The damage still occurs, but at a point more remote from the defiler himself. It can be used to protect an area against defiling damage, or by a defiler to push his damage out of sight.

The wizard must contact the spirit of the land within the radius he wishes to affect. Since it is unusual for a wizard to contact a spirit, the process takes quite a bit of time – every waking moment for the entire preparation time. There is no actual speech contact established with the spirits, only a level of understanding that the wizard wishes to protect the area from defiling damage.

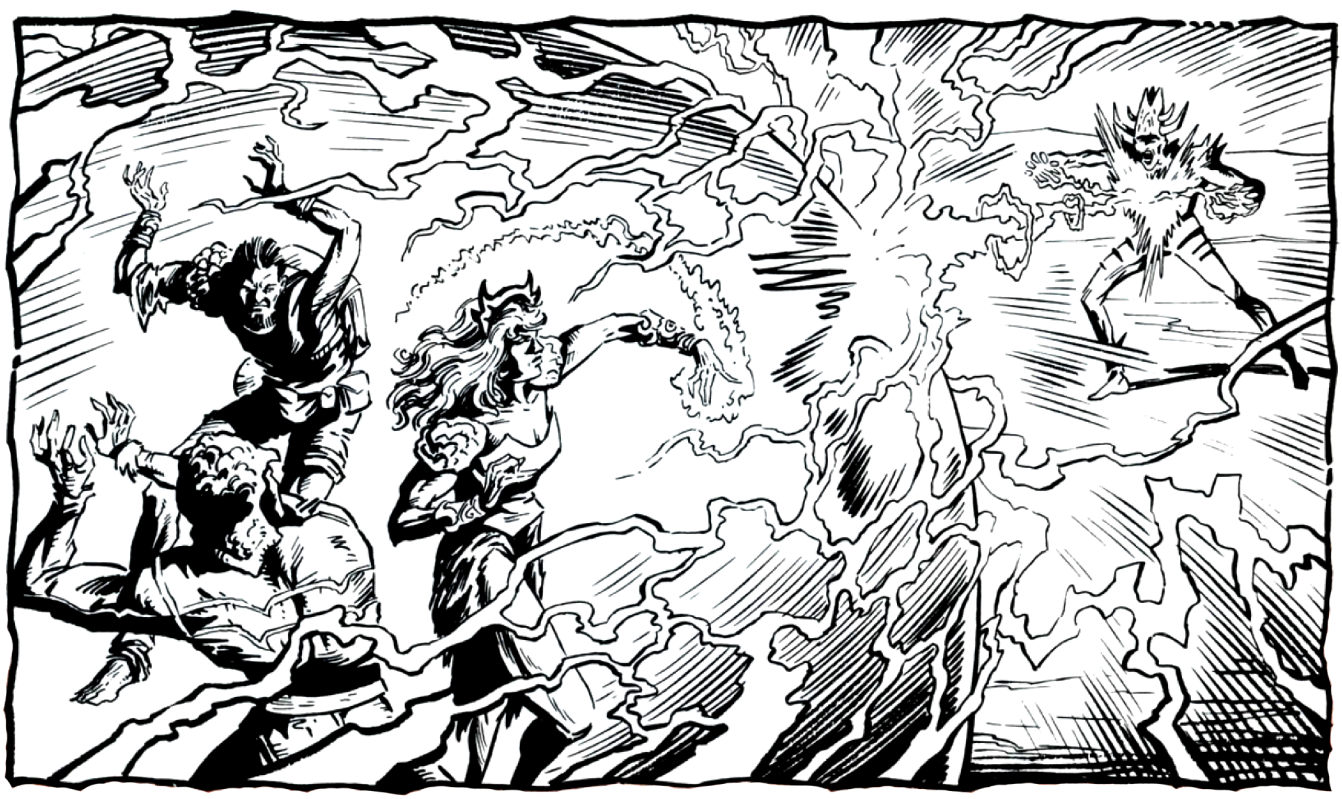
When cast, a hemisphere centred on the caster becomes temporarily immune to defiling damage. All such damage called for within the hemisphere is redirected to the closest points immediately outside of it. *Trees of life* within the hemisphere cannot be drawn upon for defiling magic – that energy, too, is redirected outside. The hemisphere is 100 yards in radius. The caster need not remain inside the hemisphere. The spell in no way inhibits the effectiveness of defiler magic within its boundaries.

There is no force field or visible barrier at the edge of the hemisphere. However, once defiling magic is cast within it, the area immediately outside forms a large circle of ash that can be identified by knowledgeable characters.

The material component for this spell is a small glass bubble with no air inside it.

Dome of Invulnerability

(Abjuration)
Range: 0
Components: V, S, M
Preparation Time: 3 days
Casting Time: 1 turn
Duration: 1 day
Area of Effect: Variable
Saving Throw: None



This spell creates an enormous mobile magical sphere around the caster. The sphere itself acts exactly like a *globe of invulnerability*, preventing any 1st-, 2nd-, 3rd-, or 4th- level spell effects from penetrating. This includes innate spell-like abilities and effects from devices. Any spell can be cast out of the magical sphere, and these pass from the caster to the subject without effect upon the globe.

During the preparation time, the caster must fashion a perfect crystal ball using craft (gem cutting), which takes every hour of the three days. Upon casting, the dome appears in a hemisphere over the caster's head, to a radius of 10 yards per level beyond 20th. Everyone within the dome receives its benefits, whether friendly or antagonistic toward the caster. The dome does not extend below the ground – magic cast from below the dome is not affected. The dome moves with the caster, always centred on his position, but if the caster flies off the ground, the dome collapses instantly. Also, *dispel magic* cast by a higher-level caster eliminates the dome.

The material component for this spell is the crystal ball, which takes no less than 500 cp worth of materials to make.

Enchanted Armaments

(Enchantment)
Range: 30 yards
Components: V, S, M
Preparation Time: 7 days minimum
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None

With this spell, a wizard can temporarily enchant a large number of weapons against a specific foe. During the preparation time, the wizard must spend at least one hour with each weapon to be enchanted, scratching a special symbol onto its blade or handle.

The weapons can be of any variety and made from any materials, but they must all be within range at the time of casting. The wizard must choose a single named foe, being specific as to race and origins (such as "the elves of the Jura Dai" or "the gith mercenaries of Rithgar 's horde"). The caster cannot choose "all elves" or "all of Rithgar 's horde" as named foes for this spell. The weapons all gain a magical +2 enchantment for the duration of the spell against the named foe only. This bonus applies to all attack and damage rolls and allows the weapons to inflict damage on creatures normally affected only by magical attacks. In **Battlesystem** game terms, the attacking unit should roll the next higher AD (AD 4 becomes AD 6, etc.). The weapons receive no benefit or penalty against other creatures.

The weapons remain enchanted until one of the following occurs: the named foe is completely destroyed; half of those wielding the weapons are killed or otherwise taken out of action; 30 days have passed since casting. Once the spell' s duration has run out, all the enchanted weapons tum to dust immediately.

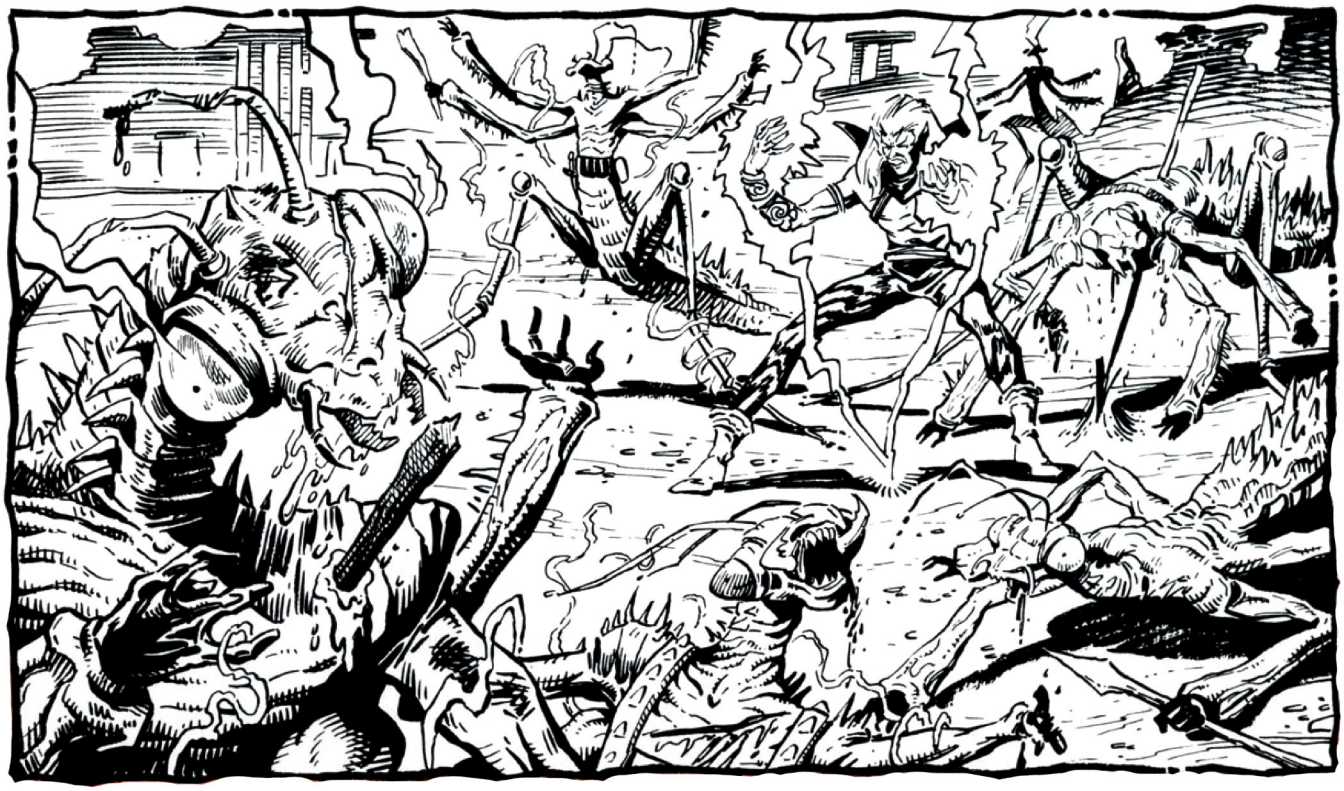
The material components of this spell are a powdered braxat's horn (rumoured to be magical, but it really isn't) and the weapons themselves.

Enslave Elemental

(Conjuration/Summoning)
Range: 120 yards
Components: V, S, M
Preparation Time: 30 days
Casting Time: 5 turns
Duration: Special
Area of Effect: One elemental
Saving Throw: Neg.

With this spell a wizard can both summon and then enslave an elemental or paraelemental. The caster can enslave an earth, air, fire, magma, rain, sun, silt, or water elemental as desired. The strength of the elemental summoned depends upon the caster's level: at 21st through 25th levels, the elemental has no more than 8 Hit Dice, whereas at 26th level and above the caster can enslave a 20 HD greater elemental.

Before an elemental can be enslaved, the caster must personally witness destruction wrought by that creature. The wizard may conjure the elemental, himself, or simply witness it in the service of another. In either case, the wizard must gather a bit of material evidence from that destructive force for himself – a sliver of charred wood burnt by a fire elemental, the teeth of a creature drowned by a water elemental, etc. Once procured, the wizard must begin the preparation time for the spell, during which he must fashion the material into an amulet – this takes at least six uninterrupted hours per day for the entire 30 days. Once completed, the wizard must don the amulet and cast the spell before the next double moon (within 1d100 days).



Upon casting, the elemental arrives, under the complete control of the wizard. He need not concentrate to maintain control and the elemental performs every bidding. If the elemental ever strays beyond the range of the spell, it continues to perform its last orders forever. If the amulet is removed from around the wizard's neck, the elemental attacks him immediately. If the wizard is ever killed or the amulet destroyed, the elemental is freed and returns to its plane. The amulet has no magical protection and saves versus crushing blows as the material from which it is made.

In addition to the amulet, the wizard must have the material component called for in the *conjure elemental* spell.

Immediate Animation

(Necromancy)
Range: 120 yards
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 turn
Duration: Permanent
Area of Effect: Special
Saving Throw: None

With this spell, a wizard can animate a large number of dead creatures into zombies, provided those creatures died in combat within one hour before the casting of the spell. All dead creatures must be in range at the time of casting. The number of Hit Dice animated is 400 per level beyond 20th (400 at 21st level, 800 at 22nd, etc.) Animated creatures lose all magical and psionic abilities, but retain physical characteristics. Creatures become zombies of equal Hit Dice to their living counterparts (ie, a 6 Hit Die thri-kreen becomes a 6 Hit Die zombie thri-kreen). Once slain as zombies, the corpses are considered too damaged to be animated a second time.

Preparation time for this spell is optional. However, every day spent in preparation prior to casting increases the number of creatures he can animate: Hit Dice equal to the caster's level per day of preparation. During preparation time, the caster must spend all 24 hours locked away in a dark place with but a candle, poring over ancient necromantic tomes.

The material components for this spell are gathered weapons, from the fallen warriors, that have their enemies' blood on them. It is a common practice on Athas to loot the bodies of their weapons, if possible, so this component may not be readily available among the slain warriors.

Just Sovereign

(Illusion)
Reversible
Range: Touch
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 day
Duration: Special
Area of Effect: 1 mile radius
Saving Throw: Special

With this spell, a wizard can pacify a subject population or unit of soldiers, making them believe their leader is far kinder than his previous actions suggest. This spell only functions against a group of creatures who already feel that the subject of the spell is their leader, regardless of what they feel about him. A torturous warrior-king might have this spell cast upon him, but someone without subjects gains no benefit from its magic.

The number of people so pacified is 200 Hit Dice per level of the caster above 20th. Once cast, the entire group must be evaluated to obtain an average saving throw vs. spell. For example, if the entire group is made up of 1st-level warriors, then their save is 17. If there are fifty 1st-level warriors and fifteen 10th-level warriors, the average is (50 x 17) + (15 x 11)/65 = 15.62 or 16. The group then saves as a whole, either all passing or all failing. All of the subjects must be within the area of effect at the time of casting.

Player characters receive their normal saving throws against *just sovereign*, and their levels are not counted as part of the general population

During the preparation time, the caster must spend time in the presence of the subject (or in isolation if he plans to cast it upon himself). The length of time spent in preparation is optional, but the duration of the spell is equal to three times the preparation time.

Once successfully cast, the leader's subjects will selectively forget incidents of torture or abuse, long forced labours, and other unpleasant events. They will see their leader as a good creature, worthy of respect, hard work, and reverence. In specific game terms, the leader receives an automatic –5 bonus to all NPC reactions when those NPCs are part of the affected subjects. They will gladly do the leader's bidding and can usually be counted on to double their efforts, be it construction, farming, etc. A military unit will never rout or fall back when in the leader's presence.

The reverse of this spell, *evil despot*, forces the subjects of a leader to believe he is very cruel and unjust, regardless of his past performance. With this spell, the subject of the spell is allowed a saving throw – failure means the subjects within the area of effect immediately find him repulsive for the duration of the spell. The leader suffers a +5 penalty to NPC reactions among the affected population. Workers stop working, they may tear down the things they have already built, and military units refuse to fight and rout off the field when led by their hated leader.

The material component for this spell is an item of at least 1,000 cp value that was won for the leader by his subjects' efforts.

Life Extension

(Necromancy, Alteration)
Range: 0
Components: V, S
Preparation Time: 77 days
Casting Time: 10
Duration: Permanent
Area of Effect: Special
Saving Throw: None

This spell increases a character's maximum age by one King's Age: 77 years. The character usually does not suffer normal aging effects during this time, but this can vary according to circumstances, activities, and magical or psionic effects.

The material components for this spell are extensive. The recipient must surround himself with the trappings of his youth. His personal trappings might include clothing or equipment used as a youth, letters previously received or sent, soil from his homeland, tears shed by his mother, etc. Collection of these components may be very difficult, involving a long journey to the caster's homeland, or they may prove impossible if the caster is an orphan or has no traceable roots.

As the personal items used in this spell are destroyed, each casting becomes more difficult than the previous one.

The DM may wish to randomly (and secretly) determine how many times the availability of personal items allows the casting of this spell. Recommended limits are 1d4 to 1d6+1 times, but the player should not be aware of the character's limit until it is tested.

Magical Minions

(Conjuration)
Range: Touch
Components: V, S, M
Preparation Time: 150 days
Casting Time: 1 turns
Duration: Permanent
Area of Effect: Undead creature touched
Saving Throw: Neg.

This spell lets the wizard create a force of identical creatures who, in essence, become physical extensions of himself. The wizard can observe through their senses and use his powers through them, no matter where they are.

During the preparation time, the wizard must assemble the potential minions. Any creature can serve as a minion, provided it is of the same alignment as the caster and has a minimum of 15 Intelligence. The wizard can enchant a number of identical minions up to one third of his level, rounding down. For a good wizard, the minions must be willing subjects. Evil wizards can secure their minions through *domination* or other means. Minions and wizard must be locked away for the entire length of the preparation time, bonding personally, magically, and psionically.

Upon casting, the minions become tools of the wizard for the rest of their lives. If destroyed and raised, the raised form is no longer a minion of the wizard. The minions retain their physical form and attributes, including hit points, attack bonus, Armour Class, attacks, etc. They also retain any spell-like abilities they once had. They retain their raw intelligence and their original ability to make decisions – the minion's free will is not lost, so he can undertake long-term functions without direct supervision.

However, the minions lose all magical and psionic powers. The wizard controls all such powers in the new union of beings. All material possessions are distributed by the controlling wizard – unless an item is given to the minion by the wizard, or unless the wizard gives the minion specific instructions to obtain and use it, the minion ignores it.

The wizard has complete control of his magical minions. Through concentration, he can know everything that the minion knows – its location, situation, and emotional state. The wizard can see through the minion's eyes and use its other senses. His instructions to the minion will be carefully fulfilled. When the wizard is not concentrating, he knows nothing of his minions, but they can contact him empathically if they wish.

The wizard can cast spells and use psionic powers through his minions, no matter what the physical distance between them. Minions are especially deadly opponents since it is the wizard who must employ the various components, not the minion. Once the wizard casts a spell through a particular minion, the spell immediately works without action on the minion's part. Similarly, psionic checks are made and strength points spent by the wizard, but the effects can be channelled through the minion with but a thought. When these things are done, range and area of effect are measured from the minion's viewpoint, not the caster's. The minion cannot act in its own right while the wizard is using it this way. The connection does not work between different planes.

The strong link between wizard and minions can be dangerous as well. When a minion is destroyed, the wizard must save vs. death magic or be stunned for 1d6 turns. The wizard also loses experience points equal to ten times the minion's XP value. The wizard cannot gain further experience points until the minion is either replaced or its death is avenged. The loss of a minion disrupts the casting time or preparation time of all spells in development.

Also, opponents can use a minion to locate and psionically attack the wizard. If the minion's mind is controlled through domination or similar magic, psionic powers can be launched through it against the wizard, regardless of distance.

A wizard can have only one set of minions at a time. If all are slain, he can start a new set after a period of three years. No minion can serve more than one wizard.

The material components for this spell are possessions, once prized by the minions that are no longer needed in the wizard's service.

Magical Plague

(Alteration)
Range: 0
Components: V, S, M
Preparation Time: 60 days
Casting Time: 1 turn
Duration: Special
Area of Effect: Circle, radius 10 yards/level
Saving Throw: Special

With this spell, the wizard creates a spreading magical virus that disrupts one chosen school of magic. The casting wizard is never affected by his own plague.

The preparation time must be spent studying the school of magic to be plagued. The wizard must spend at least eight hours per day studying. If the wizard is already a specialist in the school to be plagued, the preparation time is cut to 30 days.

Upon casting, all other wizards within the area of effect must make a successful saving throw or become infected with the magical disease. The area is a circle with radius of 10 yards per level of the caster. Even a wizard who saves successfully becomes a carrier and may infect other wizards at a later date. Only wizards can become infected or carriers – other character classes are unaffected.

Infected wizards have great difficulty casting spells within the school chosen. If the wizard attempts to cast such a spell, there is a base percentage chance equal to his level that it succeeds. Otherwise the spell fails, but it still counts against the wizard's total spells for the day. A wizard specialist in that school of magic receives double the normal chance for success. Whether infected or merely a carrier, a given wizard is affected by this spell for a number of days equal to the caster's level.

Infected wizards and carriers can pass the plague to other wizards they contact. Any other wizard who comes within 10 yards of an infected or carrier wizard must save vs. spell or become infected, himself, with a –4 penalty if the wizards actually touch. Those who save become carriers. If a wizard successfully saves against this plague once, he need never save against it again.

Wizards with the plague take on an ashen, sunken appearance, and they tend to tire more easily than usual. Carriers exhibit no symptoms. Diagnosis is only possible through divination magic, though an infected wizard certainly knows something is wrong. Carriers are unlikely to realize their condition.

Using magical plague in a campaign: The DM should not track the movements of large numbers of NPC wizards with the plague. Only important NPCs and PCs should be tracked and appropriate saving throws made to determine the spread of the disease.

Like any physical plague, centres of population are more at risk. The magical plague will likely spread through a city or village rapidly, so it runs its course in roughly double the caster's level in days from the time it arrives there. In a city, most of the magicians will have the plague at the same time, virtually erasing one school of magic from the area. With constant trade and travel, a magical plague eventually reaches every city and village in the Tyr region, probably within 120 to 240 days. In the wilderness, contact is far less frequent. One tribe probably won't spread the plague to another, though all wizards within an infected tribe will catch it at the same time.

As the PCs adventure in the wilderness or in urban areas, they will occasionally encounter remnants of the plague up to a year after it is cast, no matter where they travel in the Tyr Region.

The material components for this spell are the accumulated spell components of five other spells from the desired school of magic, combined with rodent hairs.

Masquerade

(Enchantment/Charm)
Reversible
Range: Touch
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 turn
Duration: 1 day per caster level
Area of Effect: Special
Saving Throw: None

With this spell, the caster can make the most powerful individuals in a community believe that the spell recipient is their leader. Preparation involves studying the community to be affected by living among them. The number of individuals convinced is a function of their Hit Dice or levels, the caster's level, and the preparation time: For every three days of preparation time, the caster can convince five Hit Dice or levels per caster level.

The individuals affected are chosen out of the community in descending order of Hit Dice or levels (highest are convinced first, then second highest, etc., until the total Hit Dice or levels have been accounted for). Whether or not the rest of the community believes the spell recipient is their leader depends on the situation. If all the most powerful people in a small village say he's the leader, the entire village might go along with it. However, if a very few powerful people in a large city proclaim the recipient as their new leader, the rest of the population might ignore them or incite

civil violence. Often, the rightful leader is affected by the spell, helping to legitimize the deception. The spell is inherently fraught with dangers.

The reverse of the spell, *impostor*, has the opposite effect, convincing the most powerful people in a community that their leader is a fraud. Again, the situation dictates events, but those affected are absolutely convinced they are right.

The material component for this spell is a small golden mask fashioned in the likeness of the rightful leader of the community (500 cp minimum value) or, for its reverse, a golden statuette with two faces (1,000 cp minimum value).

Mass Fanaticism

(Enchantment/Charm)
Reversible
Range: 300 yards
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 turn
Duration: Variable
Area of Effect: Special
Saving Throw: None

With this spell, the caster magically bolsters the combat morale of a large group of creatures. The wizard must know, in advance, exactly what group of creatures he will affect before preparation.

During preparation for the spell, the wizard first spends a minimum of 15 days living among the creatures, (eg, travelling with elven raiders, working with slave tribe farmers, hunting with thri-kreen,etc.). Next, he procures (earns, is given, steals) a single item symbolic of the entire group (eg, the fineries from a recent plunder, the first grains from the harvest, the chieftain's chatkcha, etc.). The preparation is complete after he gains this symbolic object.

Upon casting, all individuals in the chosen group become fearless in battle. In game terms, their NPC base morale number is raised to 18. Note that this spell in no way charms them into performing acts of combat that they would not normally. There is no limit to the number of individual creatures that can come under the influence of this spell, provided they are of one cohesive group (one tribe, one army, one village) and the symbolic object applies to each individual. The effect lasts for one full day, plus one more day for every two days the caster spent in preparation beyond the necessary 15. In **Battlesystem** game terms, the caster can affect an entire army for combat.

The reverse, *mass cowardice*, requires the same preparation time and symbolic object. Upon casting, the group falls to a base morale number of 4 for all combat situations.

The material components for this spell are the symbolic object and a tiny bar of iron, or, for the reverse, the object and the feathers of a small, flightless bird (usually found only in the Forest Ridge, and even quite rare there).

Mountain Fortress

(Conjuration)
Range: 0
Components: V, S, M
Preparation Time: 10 days
Casting Time: 1 turn
Duration: Special
Area of Effect: Variable
Saving Throw: None

With this spell, the wizard conjures a heavily protected mountain fortress where there was nothing but empty land before. This spell can only be cast on an area of desolate plains – sand wastes, salt flats, even boulder fields; the spell cannot be used to destroy buildings or creatures.

During the preparation time, the caster must bury the gem material component at least 90 feet below the surface exactly where the spell is to be cast. The burial means can be magical, psionic, or physical. For the entire ten-day period, the wizard must remain at that location without interruption. The spell can be cast as long as one year after the preparation time is over, but until cast, the spell counts against the caster's total 10th-level spells in preparation. After a year, the gem disappears and preparation must begin again.

Upon casting, a roughly circular area, 90 yards in diameter around the caster, rises slowly to an elevation of 30 yards + 10 yards per level above 20th.

The resulting cylinder has sheer, hard stone cliffs. The fortress appears on top of the new mountain, complete with stone walls and barricades and multiple buildings surrounding a central, four-storey tower. If the caster is 23rd-level or higher, the ground 30 yards surrounding the cylinder is also magically dug with trenches and pits

and strewn with caltrops. If the caster is 26th-level or higher, the entire fortress complex is covered with heavy netting and pikes to ward off attacks from the air.

The fortress remains until one of the following conditions is met: the caster leaves the fortress; a force of no less than 50 Hit Dice of creatures antagonistic to the caster manages to take the central tower by force; 100 days have passed since casting.

Conditions in the fortress are spartan. When the fortress is created there is enough water and food to last 100 1 HD creatures for 100 days. Additional food can be brought to the fortress, of course.

The exact layout of the fortress and its fortifications is up to the caster, instantaneously translated from his imagination to physical form on casting. The means of entry is up to the caster. Regardless of design, the fortress can protect up to 1,000 Medium creatures. A newly-conjured fortress has no inhabitants.

The material component for this spell is a gem worth at least 1,000 cp, mined within ten miles of the casting site.

Pact

(Summoning)
Range: 300 yards
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 turn
Duration: Variable
Area of Effect: Special
Saving Throw: None

This spell lets the caster call on an outer planar creature of the same alignment. The act of casting the spell gives the outer planar creature magical energy to use on its home plane, which fulfils the wizard's portion of the pact. The planar creature is then obligated to serve the wizard on the Prime Material Plane to fulfil its portion of the pact. Before preparation begins, the wizard must select the type of creature desired, and its alignment must be identical to the caster's.

During preparation, the caster contacts the desired creature using *contact other plane*. The contact must be made once per day for every 1,000 experience points of the outer planar creature. The wizard makes an insanity check with each casting, though there is a –1% per day cumulative modifier as better contact is established (minimum 1% chance of insanity per casting).

A wizard who goes insane during preparation must start over when and if he regains sanity. The wizard ignores the knowledge and veracity rolls when using *contact other plane* in this way; no information is gained. Since the wizard shouldn't know how many experience points various creatures are worth, he casts the spell every day until the DM tells him that he has performed enough castings.

When cast, the outer planar creature appears at the wizard's location, ready to follow commands within limits. First, the creature only aids the wizard when furthering the cause of their alignment; for example, a chaotic evil creature will only obey chaotic evil orders while on the prime. Second, the creature will not take actions that endanger it (in its opinion). Third, the creature's attitudes toward order and chaos may affect how it honours the pact.

Creature's Alignment	Chance to Break Pact
Lawful	0%
Neutral	5%
Chaotic	25%

Check every day to see if the creature breaks the pact. If it does, it may attack the wizard, remain on the Prime Material Plane to pursue its own missions, or simply return home. If the creature never breaks the pact, it remains in the wizard's service for 101 days.

If for any reason the caster is forced to change alignment while the pact is still in force, the creature immediately takes steps to slay the wizard.

For example, a defiler (Intelligence 19) wishes to contact a glabrezu (a true tanar'ri) in order to make a pact. The wizard must cast contact other plane every day for 12 days, because the glabrezu is worth 12,000 experience points. The chance of insanity depends on the glabrezu 's Intelligence (less than 19, so the chance is 35%) and the wizard's Intelligence (–20%), yielding a 15% chance. On the second day, this drops to 14%, then to 13% on the third, 12% on the fourth, etc. Provided the wizard survives all 12 castings without going insane, the glabrezu arrives to do his bidding for 101 days or until it decides to break the pact.

The material component for this spell is a relic (at least 100 years old) that was used by an important historical figure of the caster's alignment.

Preserver Metamorphosis

(Alteration/Evocation)
Range: 0
Components: V, S, M
Preparation Time: Variable
Casting Time: Special
Duration: Permanent
Area of Effect: Caster
Saving Throw: None

A preserver who earns sufficient experience points to advance to the next stage of avangion metamorphosis must successfully cast this spell to complete the change. The preserver changes physical form drastically upon the spell's completion, each time bridging approximately one-tenth the gap between human and avangion form.

The preserver may begin preparation at any point on the way to the next level, building structures, gathering components, studying, etc. However, the spell cannot be cast before all necessary experience points are earned. Even then, the preserver gains no benefits of the new level until after *preserver metamorphosis* is cast.

The exact material components, preparation time, and casting time are different, depending on what level the preserver is about to achieve, grouped by level into low, middle, high, and final metamorphosis.

Low (21st, 22nd, and 23rd level): A preserver feels a calling within when he has earned 75% of the experience needed for the next level. The preserver leaves the company of his fellows and seeks isolation. The preparation time for the spell constitutes the entire period necessary for the preserver to earn the final 25% of those experience points, adventuring completely alone. If the preserver earns any experience points with the aid of another character, all experience points are lost down to the minimum required for the current level. Failure to gain experience in a solitary fashion, in the DM's judgment, means the spell may fail when cast. For low-level metamorphosis, the preserver must spend the isolation period gathering physical remains of the enemies of life, usually those of high level defilers – their bodily remains, destructive belongings or artifacts, ash from their spellcasting, etc. These items are evidence of devotion to life and the land. The spell must then be cast at night, beneath the light of both Athasian moons. The casting time is six hours. Any interruption results in spell failure. The preserver may have other characters present during casting.

Middle (24th, 25th, and 26th level): At intermediate levels, the preserver again hears a call for isolation when 75% of each level's experience points have been earned. During this preparation time, he must attain absolute isolation; any contact with intelligent beings who aren't foes to be defeated negates the spell preparation, and the wizard reverts to the 75% base line of the isolation period. The material components at the middle levels are gifts gathered from no fewer than three powerful good creatures during isolation. The powerful creatures realize the consequences of contact for the preserver, so they leave the gifts to be found after the preserver achieves extremely dangerous or important goals.

An additional material component for the spell (not consumed in casting) is a single tree or bush personally saved by the preserver from defiler magic destruction. The casting time is 12 hours. At the time of casting, there must be living vegetation for at least one mile in all directions, untainted by defiler ash or evil creatures.

High (27th, 28th, and 29th level): Unlike previous level advancements, the preserver feels no calling toward isolation at high levels. On the contrary, at 75% of the experience point level, the wizard instead collects a core group of companions no fewer than eight in number and of at least 10 levels or Hit Dice each. All the companions must be of good alignment. The preserver must spend the preparation time with these characters, earning the remaining 25% of experience in the company of at least one of these companions – failure to do so forces the preserver to revert to the current level's 75% base line of experience. The material components are a single gift from each of the companions in the core group. During the casting of the spell, the preserver must have the aid of a single companion for the entire length of the ceremony. If the companion is not absolutely good, the spell fails and the companion is slain in the release of failed magical energy. Companions cannot repeat the process with a single preserver – new companions must be found for the 27th, 28th, and 29th levels.

Final (30th level): To cast this spell, the preserver must make an area of lush vegetation (crops, scrubgrass, forests, or any combination) at least five miles in diameter. The preparation time for the spell equals the time it takes the preserver to create these lush lands. At the time of casting, the lush lands must be free of evil creatures.

The material components for the spell are a diamond of no less than 10,000 cp value with which to capture the life-giving qualities of sunlight, a stone tomb large enough to hold the preserver's body, and a perfectly sealed glass case built around the tomb. The casting time is one round. Upon casting, the preserver/avangion, diamond, and stone tomb disappear, bound for planes unknown. The DM then secretly rolls 2d12 – this is the number of months before the return of the preserver, in final avangion form, to the glass case. If the glass case is damaged in the meantime, the avangion is lost to oblivion. Only the DM knows how long the final stage takes. The player uses another character from the character tree in the interim.

Upon casting, the preserver must make a system shock roll or die from physical stress. Any interruption or mistake during the casting of the spell causes the preserver to lose experience points down to the minimum of the last level – they must be earned again before trying preserver metamorphosis anew.

This spell can only be cast by preservers.

Prolific Forestation

(Alteration/Conjuration)
Reversible
Range: 0
Components: V, S, M
Preparation Time: 30 days
Casting Time: Special
Duration: Special
Area of Effect: Special
Saving Throw: None

With this spell, a preserver causes a grove of trees to magically appear. During the preparation time, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The wizard must carve the staff perfectly smooth with a diamond dagger, and he cannot undertake any other task during the eight-hour period.

The spell' s area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if desired. The terrain must have no other trees; if it does, the spell fails. To cast the spell, the wizard thrusts the diamond dagger into the ground at the centre of the circle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed that walk. Interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the centre of the circle has been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast. The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Max Radius	Rough Circumf.	Time to Walk	Trees in Grove*
21	10 yards	63 yards	1 round	15
22	20 yards	125 yards	1 round	62
23	30 yards	188 yards	2 rounds	140
24	45 yards	282 yards	3 rounds	315
25	60 yards	377 yards	4 rounds	560
26	90 yards	565 yards	5 rounds	1,260
27	120 yards	754 yards	7 rounds	2,250
28	180 yards	1,131 yards	10 rounds	5,040
29	240 yards	1,507 yards	13 rounds	9,000
30	480 yards	3,016 yards	26 rounds	36,000

* Approximately. Can vary by as much as 20%.

The forest consists of mature trees, one to four feet in diameter, spaced three to six yards apart. The thick forest canopy towers 90 to 120 feet. This spell creates no brush or undergrowth for the forest; its floor is the same terrain type as before the spell was cast. The spacing of the trees hinders the movement of Huge or Gargantuan creatures; smaller creatures can move through the forest unhindered.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires, lightning, lack of water, and harsh weather do not kill them. Defiler magic still destroys them normally, as can any attack that would affect normal trees.

Only a preserver can cast this spell.

The reverse of this spell, *deadwood*, can only be cast by a defiler. During the preparation time, the defiler must spend at least four hours per day among the trees he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of living trees to be affected. Upon casting, all the trees

within the circle are immediately stricken dead. Trees will not grow within the circle for a number of years equal to twice the caster's level.

The material components for this spell are the staff and the diamond dagger. Both disappear when the spell is cast. The material component for the reverse is a skull carved from a rotten tree stump.

Prolific Vegetation

(Alteration/Conjuration)
Reversible
Range: 0
Components: V, S, M
Preparation Time: 30 days
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This spell causes shrubs and grasses to grow over a wide area of previously barren terrain. During preparation, the wizard must devote eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult to obtain. The wizard carves the staff perfectly smooth with an obsidian dagger, and he cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies according to the caster's level. The wizard may choose to affect a smaller radius if he desires. The terrain must be virtually barren of plant life; if not, the spell fails. To cast the spell, the wizard thrusts the obsidian dagger into the ground at the centre of the circle, then moves with the staff to the circle's edge. The wizard then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the wizard walks a perfectly circular path, eventually returning to where he started. The wizard must walk (not run, fly, or levitate) but may use magical means to speed the walk.

If the time to complete the circle requires the wizard to stop to sleep, there is no penalty, provided the wizard then awakens to continue the walking journey, but other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the centre of the circle has been disturbed, the spell fails, so a wizard often places a guard over it. When the circle is completed, the spell is cast.

The table shows the distance that must be walked, based on the area of the spell.

Caster Level	Maximum Radius	Rough Circumference	Time to Walk*
21	90 yards	566 yards	5 rounds
22	180 yards	1,131 yards	1 turn
23	300 yards	1 mile	2 turns
24	540 yards	2 miles	3 turns
25	800 yards	3 miles	5 turns
26	1,250 yards	4.5 miles	7 turns
27	1.25 miles	8 miles	2 hours
28	6 miles	38 miles	9 hours
29	12 miles	75 miles	18 hours**
30	25 miles	157 miles	38 hours**

* Time is for a human in clear terrain and weather conditions.

** Requires multiple marching days.

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs much like the scrub plains. The vegetation will not emerge from solid stone, but it arises from any soil, no matter how rocky, sandy, or dry.

Though the spell duration is listed as permanent, the vegetation created is normal and retains no magical enchantment. It remains until and unless it dies from lack of moisture, brushfire, erosion, etc. If *prolific vegetation* is cast in conjunction with an *alter climate* spell, the two spells synergise, so that vegetation can grow and last longer.

Only preservers can cast this spell.

The reverse of this spell, *sparse vegetation*, can only be cast by defilers. During preparation, the defiler must spend at least four hours per day wandering the scrubland he wishes to destroy. He must sprinkle a fine trail of ash, from his own spells, around the circumference of scrub grass to be affected. Once cast, all the scrub, bushes, and weeds within the circle immediately die. Plants will not grow within the circle for a number of years equal to the caster's level, though growth of trees is not affected.

The material component for this spell is the staff and the dagger. Both vanish after the caster has walked the circumference. The material component for the reverse is a small bag made from woven straw, filled with salt that has been harvested and dried from the sweat of slave farmers.

Pure Breed

(Divination, Alteration)
Range: Touch
Components: V, S, M
Preparation Time: 120 days
Casting Time: 10 turns
Duration: Permanent
Area of Effect: Creature touched
Saving Throw: Neg.
With this spell, a wizard can change any half breed character (half-elf, half-giant, or mul) into a pure breed of either part. The caster can change a half-elf into either a human or an elf, a half-giant into either a human or a giant, or a mul into either a human or a dwarf. During the preparation time, the caster and subject must be in constant proximity and can have no more than one visitor at a time and no more than one per 30-day period. If the subject is unwilling, the caster must somehow restrain him during the preparation, and even then he is allowed a save to negate the effects.

Once cast, the subject is most likely switched to a pure breed of his choice. There is a 10% chance (–1% per caster level beyond 20th) that the character will be transformed into the other pure breed. Either way, the character must make a successful system shock roll to survive the process. Survivors subtract the Racial Ability Adjustments for their previous half-breed race and add those for their new pure breed race. The character automatically learns a new tongue appropriate to his new race, if necessary. If his character classes conflict with the racial class and level limits, the character's level in that class must be either lowered to the maximum given or the class is lost if the class is not allowed. Powers and hit points must be reduced accordingly. All other abilities for the new race are enforced; those for the old are lost. New height and weight measurements should be rolled. Finally, the character's age should be checked against the new race's aging effects table; modifiers for middle, old, and venerable age should be checked. If the character is effectively younger in his new race, he should negate previous ability score modifiers. If the character is beyond the maximum age range in his new race, he is extremely frail and likely to perish within the year. The character's psionics are unchanged.

There can be no giant player characters. If a half-giant becomes a giant, that character becomes an NPC immediately.

For example, a 28-year-old half-elf bard with Str 14, Dex 15, Con 11, Int 13, Wis 13, and Cha 10 is transformed to a pure breed elf. He subtracts his half-elf racial ability adjustments (bringing him to Dex 14 and Con 12) and then adds those for elf, making him Str 14, Dex 16, Con 10, Int 14, Wis 12, and Cha 10. Since he cannot be an elven bard, the character loses all experience points and must begin again at first level in some new chosen class. At 28, he is still a young elf and will suffer no aging effects until he ages another 22 years.

This spell gives the character no social background in his race. An elf, for instance, has no tribe; a human has no city or village allegiance. These may prove to be hindrances. To all means of detection, the character will appear to have always been of the pure breed race.

The material components for this spell are personal items or dust from the grave of the character's parent of the desired race. These items may prove difficult to obtain.

Raise Nation

(Necromancy)
Range: 90 yards
Components: V, S, M
Preparation Time: 60 days
Casting Time: 10 turns
Duration: Permanent
Area of Effect: Special
Saving Throw: None
With this spell, a wizard can animate the skeletons of any long-dead civilization. Before the preparation time can begin, the wizard must locate an appropriate site of ruins. There need not be complete skeletons around the ruins (the skeletons will assemble from powdered fragments if that's all that remains of them), but there can be no creatures living at the site and it must have been abandoned for at least 100 years.

During the preparation time, the wizard must spend all his waking hours searching the chosen ruins, learning everything he can about them, readying the site for his necromancy.

Once cast, a number of skeletons will animate according to the general size of the ruins site. The DM will know the extent of the ruins, and he should use these guidelines modified for any special circumstances he envisions.

Size	Number of Skeletons
Outpost	10–40
Village	40–400
City	200–2,000
Great City	1,000–4,000

The skeletons are completely under the command of the caster, but are no smarter than any other skeletons. They have no knowledge of their past lives or civilization – they are merely animated to serve the wizard. The skeletons remain so until they are all destroyed and never venture further than 75 miles from their ruins.

Once cast on a set of ruins, this spell can never be cast there again by any wizard. There is a 10% chance that this is the case for any given ruins site, and there is no way for the caster to know if such a spell has been cast without some sort of divination magic.

The material components for this spell are any number of items originally from the ruins site that have been well preserved by time; these items must total at least 1,000 cp in present-day value.

Recruitment

(Summoning)
Range: 0
Components: V, S, M
Preparation Time: 10 days
Casting Time: 1 turn
Duration: 20 days
Area of Effect: Variable
Saving Throw: Neg.

With this spell, the wizard summons all living creatures around him who have ever drawn blood in anger. During preparation, the caster must take the ground bones of fallen warriors and sprinkle them where the spell is to be cast, out to the radius given below.

Caster Level	Radius
21	60 yards
22	90 yards
23	120 yards
24	180 yards
25	240 yards
26	360 yards
27	480 yards
28	900 yards
29	1 mile
30	2 miles

Upon casting, all creatures within the circle that have ever drawn blood in anger as hunters or warriors, must save or immediately come under the effects of the spell. They immediately gather their weapons and come to the caster, awaiting his every military instruction for the duration of the spell.

The affected creatures usually cannot form military formations unless an entire formation is caught within the area of effect. The creatures cannot perform any actions other than combat. They cannot be forced to build things or carry things other than their own personal equipment. They do not fight among themselves, regardless of previous dispositions, and they serve the caster without fail.

The material component for this spell is at least 100 pounds of ground bones of fallen warriors, which must be apportioned during preparation. A humanoid creature has about 25 pounds of bone; larger creatures have 25 pounds per Hit Die.

Reverse Loyalties

(Charm)
Range: 60 yards
Components: V, S, M
Preparation Time: 7 days
Casting Time: 1 turn
Duration: 21 days
Area of Effect: 25 HD/level
Saving Throw: None

This spell acts like a mass *charm person* spell, though its effects on each individual are more restricted. The subject group must consist of bipedal human, demihuman, or humanoid, size Medium or smaller, such as humans, dwarves, elves, half-elves, halflings, and muls; all of whom hold loyalties to one leader. During preparation, the wizard locks himself away and studies the history and background of the target group's original leader. Though the spell is cast on the followers themselves, the wizard researches their leader's background.

Upon casting, the spell effect expands in a circle from the point of casting until creatures equal to the area of effect are enchanted or until there are no possible subject creatures left. The maximum distance is 300 yards.

Unlike the *charm person* spell, the spell recipients regard the caster as the object of their loyalties. They accept logical military orders from the caster. For instance,

they will break formations and turn on their former leader. They do nothing obviously fatal to themselves. Their loyalties have been magically switched, but are not magically maintained – if the caster takes actions that make him less worthy of these new-found loyalties, the subjects of the spell may desert. Even if the caster performs well as their new leader, the spell recipients can save according to their Intelligence, just as for a *charm person* spell (note that creatures with Intelligence of 12 or less get no chance to save before the spell naturally ends). When individuals within the subject group make their saves, they desert but cannot convince others still under the spell to desert. Each subject has full memory of actions taken under this spell.

The material component for this spell is a fully dried anakore's heart.

Rift

(Alteration, Conjuration/Summoning)
Range: 0
Components: V, S, M
Preparation Time: 120 days
Casting Time: 10 turns
Duration: 1 night
Area of Effect: Sphere 360 yards around caster
Saving Throw: None

With this spell, the wizard magically brings the Negative Material plane closer to the Prime Material Plane, creating a rift between the two centred upon himself. The wizard must first study undisturbed for at least four hours per day for four months, reading scrolls and books about the planes. Upon casting, all undead within the area of effect gain nine times their original hit points as "phantom" points for the duration of the spell. For in stance, a 5 hp zombie gains an additional 45 phantom hit points for the entire night. In combat, the phantom points are taken off first, then the actual hit points are lost until the undead creature is slain.

The area of the rift moves with the caster, possibly placing some undead out of the sphere or encompassing others as he moves. Phantom hit points are gained immediately upon entering the sphere, and then only once per creature per casting. The caster has no control over which undead receive the benefit of the phantom hit points; all undead in the sphere are so affected.

The material component for this spell is an obsidian goblet containing ground bones from a dead necromancer.

Rolling Road

(Alteration)
Range: 0
Components: V, S, M
Preparation Time: 7 days
Casting Time: 1 turn
Duration: Special
Area of Effect: Variable
Saving Throw: None

With this spell the caster creates a stretch of smooth road that extends in front of him wherever he travels.

During preparation, the caster must take the material components, dust from previous roads he has travelled, and mix them for at least four hours every day. After casting the spell, the wizard must continue to sprinkle this mixed dust in front of him as he travels.

The road itself is always 30 yards wide and extends 10 yards in front of the caster. It extends behind him for 90 yards for each level above 20th. The road crosses any land, including sand, forest, and mountain. In the case of the former two, the road appears in front of the caster, pushing obstacles like trees and rocks aside. For mountains, obstacles are likewise removed, but the road is just as steep as the original terrain, and could still be impassable. The magical road does not create its own firm ground, and cannot be used to cross areas of silt. The road leaves no trace once the caster has passed by.

The road does offer some protection to those on it – natural weather effects do not hinder travel on the road, and those on it do not require food or water while on the road.

The spell' s duration is measured in distance, five miles per level of the caster above 20th. The spell does not grant the caster knowledge of direction.

The material component for this spell is at least one pound of dust from three roads the wizard has previously travelled.

Undead's Lineage

(Divination)
Range: Touch
Components: V, S, M
Preparation Time: 120 days
Duration: Permanent
Area of Effect: Undead creature touched
Saving Throw: Neg.

With this spell a wizard can divine the history of a single undead creature, thereby gaining tremendous power over that creature. During preparation, the caster must spend at least eight hours per day studying necromancy and tomes about undeath. (The caster must procure such materials before beginning preparation.) Adventures that focus on the undead may work as part of the preparation time, if the DM desires. The spell comes with some dangerous drawbacks, as noted below.

The wizard must touch the undead to cast the spell. Once cast, the undead must make a successful saving throw vs. spell with a –3 penalty, or the caster immediately knows all personal history of the creature. This includes, but is not limited to: family history and occupation during life; method of death; method of undeath; and history since attaining undeath.

In game terms, the caster's intimate knowledge of these things gives him complete control over the undead creature. The undead performs any task ordered. In role-playing terms, the wizard learns intimate personal details that may lead to some knowledge of old or even ancient events (DM's option).

Extremely powerful undead, such as kaishargas and some t'lizes, may get another chance to save each week or even after each task, if the DM wishes.

The spell lasts until one of the following things happens: the undead is permanently destroyed; the caster is made to forget the things he has learned (even temporarily); a wizard of higher level casts this spell on the same undead creature (in which case he steals control from the original wizard); or the wizard voluntarily ends the spell.

The drawback to this spell is that while the caster learns of the undead's intimate past, the undead learns much about the caster. If the caster dies with an undead still under his control due to this spell, the caster immediately becomes a weaker undead under its control. (Mindless undead such as skeletons and zombies exert no control; the wizard becomes a mindless undead of their type.) The wizard can never be raised by priestly magic. His only rest comes with final destruction, which his new undead master will likely guard against for eternity.

The material components of this spell are an eye, ear, nose, tongue, and finger, each taken from a separate undead creature of the same type as the target.

Wall of Ash

(Evocation)
Range: 0
Components: V, S, M
Preparation Time: 5 days
Duration: Special
Area of Effect: Special
Saving Throw: Neg.

This spell creates a barrier of ash that is deadly to living creatures. Touching it can cause great damage, and crossing it causes instant death.

During the preparation time, the wizard must dig or have dug a small trench, one foot wide and one foot deep, in the shape he wants the wall when it is cast. If not personally involved, the wizard must personally oversee the digging of the trench for at least four hours per day during preparation.

The wall can be of any shape, and as long as 30 yards per caster level above 20th. The ash appears in the trench and is piled one foot above the ground. Contact with the ash causes 1d10 points of damage per segment, meaning potentially 10d10 points for an entire round. Crossing completely over the ash causes any living creature to die, its life completely absorbed by the deadly ash. The creature must make a successful saving throw vs. death magic with a –10 penalty to survive. Jumping or flying makes no difference. Even living creatures attempting to cross through the Astral or Ethereal Planes must save or die. *Dimension door* can be used to cross safely, but *teleport* cannot. Magic, psionics, missile weapons, and other non-living things can cross the ash wall without penalty.

Undead creatures can cross without penalty. Ash golems suffer no saving throw penalty when crossing. The caster and allies are just as subject to damage and death as enemies are.

This spell's material component is a sack of ash collected from the remains of a defiler of the same level of the caster.

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Priest Psionic Enchantments

Air of Permanence

(Alteration)
Sphere: Air
Level: 9
Range: 0
Components: V, S, M
Preparation Time: 30 days
Casting Time: I turn
Duration: Permanent
Area of Effect: 30 cubic feet of air
Saving Throw: None
Through this spell a priest can slow the effects of aging on any non-living item. The item must be sealed in an airtight container. It is the air that is enchanted, not the item within.

A skilled artisan must construct a container with a volume up to 15 cubic feet; it costs at least 1,000 cp. During the preparation time, the priest must spend six hours per day enchanting the container and drawing sigils and runes on its inner surfaces. The enchantment makes the container airtight against natural decay, though tampering ends the spell.

Once items are placed inside the container and the spell is cast, time effectively stops inside. The items do not age or decay in any way. If the container is broken, the items are unharmed and resume aging at the normal rate, as if nothing had ever happened.

When casting, the priest may also place a *cause blindness*, *cause deafness*, *cause disease*, or *bestow curse* spell on the container. Tampering with the container unleashes the spell on the tampering character(s). Once the container is broken and the *air of permanence* lost, this additional spell is lost, as well.

The material component for this spell is a bottle of air taken from the remains of the lungs of a creature that has been dead at least 100 years.

Alter Climate

(Alteration)
Sphere: Air, Rain, Water
Level: 8
Range: 0
Components: V, S, M
Preparation Time: Variable
Casting Time: I turn
Duration: Special
Area of Effect: 40 square miles
Saving Throw: None
The *alter climate* spell lets a priest subtly affect the pattern of weather over a large area for a long period of time. Before casting the spell, the priest must travel in the 40 square miles to be affected, spending at least four hours each day for a minimum of 30 days studying the local weather and experiencing the land's bounty and hardships. Once cast, the spell' s duration is equal to five times the number of days the priest spent studying the area.

If the spell is cast to improve the weather, normally scant rainfall is supplemented mildly, and the severity of winds and storms are reduced for the duration of the spell. Crop-lands in the area of effect provide an abundant harvest, and most likely a surplus the locals can sell. Other existing plants are also fruitful, but *alter climate* does not create new plant life. If cast in conjunction with a *prolific vegetation* spell, any barren land (stony barrens, sandy wastes, etc.) grows grass and scrubs (much like scrub plain terrain) after 10 days and for the duration of the spell. The accelerated rainfall levels are very gradual and are spread over the duration of the spell-there is no flash flooding or excessive erosion.

If the caster instead worsens the weather, rainfall is cut to drought levels and the severity of sand and wind storms increases. Crops in the affected area automatically fail, leaving the fields dried and nearly ruined. Other vegetation may also be destroyed, depending on the terrain. Areas of scrub plains become sandy wastes after 30 days, and the land does not naturally recover its scrub covering if the spell lasts more than 300 days. Areas of forest become sandy wastes after 600 days, and the land does not naturally recover its trees or other plant life if the spell lasts more than 1,500 days. Magical vegetation is unaffected.

In either case, the spell's effect on the weather is not immediately apparent. A casual observer may never realize what is happening until after half a year or more has passed.

The material components for this spell are specimens of every type of weather common to the area – a cup of rainwater, a handful of windblown sand, and a piece of a tree or rock split by lightning. These must be collected by the priest during his preparatory study.

Cleanse

(Invocation)
Sphere: Cosmos
Level: 10
Range: Touch
Components: V, S, M
Preparation Time: 45 days minimum
Casting Time: 1 day
Duration: Permanent
Area of Effect: Creature touched
Saving Throw: None

This spell lets the priest "reset" another character's alignment after it has somehow changed. The priest invokes the favour of powerful beings within the desired alignment to accept the character who has strayed back into the ranks. Usually a priest is sought out by another character (or that character's friends) whose alignment has somehow changed. The priest must be of the character's original alignment.

During the preparation time, the repentant character must try to avoid his present alignment and aspire to his original alignment – most often through inaction, but good role-playing should be a bonus for a player character. Meanwhile, the priest contacts a powerful being of the appropriate alignment. Powerful beings aligned to good/evil or law/chaos exist in the outer planes. Powerful beings of a neutral alignment reside mainly in the inner, elemental planes. Particularly powerful creatures, such as advanced beings, spirits of the land, or other Athasian beings, may also be suitable, at the DM's discretion.

The priest contacts the being either magically, psionically, or physically three times during the preparation period, once every 15 days after preparation has begun. The contact is brief but probing – the priest must plead his case with the powerful being. Since priest and being are of the same alignment, the contact is never hostile, though it may not be successful. Based on the sincerity of the character desiring change, the priest's belief in the character, and the player's role-playing, the DM decides if the meeting is successful. If not, the priest must make contact again after 15 days. After three successful meetings, the priest may cast the spell.

After casting, both character and priest place themselves at great risk. If the priest has acted in any way contrary to his alignment, or if the repentant character has not done all he can to "change his ways" during the preparation time, the spell goes drastically wrong. The priest immediately changes alignment to match that of the repentant character, and that character immediately loses half of his accumulated experience to date. Once this has occurred, neither character may employ a *cleanse* spell ever again. If the DM is convinced that both priest and repentant character have acted properly, the spell works and the character regains his original alignment.

This spell relies on the role-playing of the characters and the DM's interpretation of events and motivations. The DM plays the part of the powerful being, watching out for the best interest of its alignment. Flagrant disregard for alignment while under this intense scrutiny should cause the spell to fail. The DM should use the three meetings of the preparation period to update the characters on their progress, providing hints and suggestions to guide them – a series of failed meetings should dissuade them.

The material component for this spell is a magical item usable only by a character of the priest's alignment. It is destroyed when the spell is cast.

Create Oasis

(Conjuration)
Sphere: Air, Earth, Water
Level: 8
Range: 0
Components: V, S, M
Preparation Time: Variable
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell creates a lush oasis within the confines of a ring of standing stones of the priest's creation. The maximum radius of the oasis is 30 yards per caster level beyond 20th; a priest may create a smaller oasis if desired. The preparation time is the time required to erect the circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick; rough-hewn and oblong; and set into the ground to stand on end. One must be placed every 10 yards around the circumference of the proposed oasis. The table below shows how many stones must be erected for oases of various sizes.

Caster Level	Radius	Circumf.	Stones	Creatures Supported
21	30 yards	189 yards	19	8
22	60 yards	376 yards	38	31
23	90 yards	566 yards	57	71
24	120 yards	754 yards	76	126
25	150 yards	943 yards	95	197
26	180 yards	1,130 yards	113	283
27	210 yards	1,320 yards	132	385
28	240 yards	1,508 yards	151	503
29	270 yards	1,697 yards	170	636
30	300 yards	1,885 yards	189	785

Cutting and placing a single stone requires 48 worker-hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM' s discretion, the preparation may be impossible. Also, particularly skilled or capable workers (such as dwarves, half-giants, or slaves trained in quarries) may cut the time by as much as half. The priest can erect the stones himself by physical or magical labour, or he may enlist the help of any number of other creatures who share his alignment (if any labourers are not of the priest's alignment, the spell will fail when cast). After the last stone is placed, the priest must cast the spell from the exact centre of the ring. Interruptions during the placement of stones do not negate the spell, provided all the stones are in place at the time of casting.

Once cast, the circle inside the stones is instantly transformed into a plant-filled, water-rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one Medium creature for every 36 square yards, as shown on the table. Each night, lost animals, fruits, and water are automatically replenished. Defiling magic still causes permanent damage – subtract the damaged area when considering the oasis' ability to support living creatures.

The oasis remains intact until the priest physically moves beyond the ring of stones or until he voluntarily ends the spell. Once ended, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if the casting priest is slain.

The material components for this spell are the standing stones themselves, which don't vanish until the spell is broken.

Disruption

(Alteration)
Sphere: Cosmos
Level: 9
Range: 0
Components: V, S, M
Preparation Time: 30 days
Casting Time: 1 turn
Duration: 7 days
Area of Effect: Special
Saving Throw: None

This spell lets the priest disrupt the magical link between templars and their sorcerer-kings, cutting off their source of spells.

The priest must choose one sorcerer-king and study his activities during the preparation time – only templars who worship that sorcerer-king are affected. The priest must learn of the sorcerer-king's activities, his organization of templars, and something about his long-term goals. Therefore, the priest must spend the preparation time near the sorcerer-king, either in his city-state or in nearby fields.

The spell creates a series of connected circles, each 5 miles in diameter, one per level of the caster above 20th (each corresponds roughly to a single hex on the Tyr Region map). The arrangement of the circles is completely up to the caster, but the first must be centred over his location at the time of casting. He could centre the first over himself and then stretch the rest in a straight line away in any direction, or he might blanket an area with several connected circles.

Any templar under a circle cannot receive additional spells. Spells he had when he entered can still be cast. Since the spell has no tangible effect, a templar may not be aware of it until he receives no spells, and even then may not be certain why that is. The spell blocks the ability to receive spells, but doesn't block a sorcerer-king from sending; if a sorcerer-king is within the area of effect, his templars outside it still receive spells. Interference with a sorcerer-king and his templars draws their wrath. If cast within a city, chaos reigns for the spell's duration as vital services grind to a halt. Such powerful magic can be traced (psionically and magically), so the caster should have an escape plan.

The material component for this spell is one of the sorcerer-king's obsidian balls. The priest can obtain it himself or hire others to get it.

Forever Minions

(Necromancy)
Sphere: Cosmos
Level: 8
Range: 30 yards
Components: V, S, M
Preparation Time: 21 days
Casting Time: 1 turn
Duration: Permanent
Area of Effect: Special
Saving Throw: None

With this spell a priest can guarantee that a number of his followers will automatically animate as zombies when they are killed. The enchantment stays with the followers until they are slain.

During preparation, both the priest and the followers to be enchanted must spend at least eight hours per day in seclusion, in the dark, readying the spell. If a follower misses a day of preparation, the spell cannot work for him. If such a follower is present during the casting of the spell, he is instead immediately slain and does not rise as an undead.

The number of followers that can be so enchanted is measured in Hit Dice; 3 HD per level of the caster is the maximum per casting of the spell. One round after those followers have fallen they reanimate as zombies, just as in the spell *animate dead*. Whether or not they are in the priest's presence, the zombies immediately seek him out and obey his instructions. During casting, the priest can specify an increased time (up to a maximum of one day) between death and reanimation.

Followers who are not slain in the service of the priest do not immediately reanimate. For instance, a follower who secretly works against the priest or who dies on personal business does not reanimate.

Recipients of the spell can already be zombies or skeletons. In the latter case, they reanimate as skeletons. *Forever minions* cannot be cast more than once on a single creature.

The material component for this spell is a wax imprint of every follower's right hand (claw, tentacle, etc.).

Hasten Crops

(Alteration)
Reversible
Sphere: Cosmos
Level: 8
Range: 0

Components: V, S, M
Preparation Time: 15 days minimum
Casting Time: 6 hours
Duration: Special
Area of Effect: Special
Saving Throw: None

Hasten crops lessens the time necessary to grow grain crops from seed to harvest. The area of effect is one square mile per caster level beyond 21st, but only applies to one grain crop planted in that area; the type must be stated before the spell is cast. During the preparation time for the spell, the priest must spend three hours per day praying over the seeds to be used for the crop, and at least three hours a day travelling and blessing the fields to be planted. This process must continue for at least 15 day s. The seeds still have to be planted by the local farmers before the spell can be cast.

On Athas, typical grain crops require 120 days to reach harvest, though some may take as few as 90 or as many as 150 days. *Hasten crops* reduces the normal time it takes to grow the grain crop from seed to harvest by the days spent in preparation. Minimum growing time is seven days. The spell grants no magical properties or protections to the crop as it is growing – natural or man-made disasters can still wipe it out.

Athas has no major changes in seasonal temperature and rainfall that govern growing seasons. However, when a particular crop must be grown at a specific time of the year, this spell must be cast toward the beginning of that time. During the six-hour casting time, the priest must have the cooperation of at least 100 local farmers and other folk to engage in a planting festival. Portions of the seed crop are burned, a bountiful feast is prepared and eaten, and the locals dance in honour of all the elemental planes that make their agriculture possible.

The reverse of this spell, *blight*, causes existing grain crops to wither and die. The area of effect is the same, and the priest must still indicate which particular grain crop he wishes to affect. Other crops and plants are unaffected. This spell and its reverse cancel each other within the same area of effect.

The material components for this spell are grain seeds taken from some other bumper crop carried in baskets made by the local children. The baskets and grain are burnt in the festival's central bonfire. For the reverse, the material components are a pinch of salt and a bit of mouldy bread.

Insect Host

(Conjuration/Summoning)
Sphere: Air
Level: 10
Range: 300 yards
Components: V, S, M
Preparation Time: 7 days
Casting Time: 1 turn
Duration: 1 day
Area of Effect: Special
Saving Throw: None

This spell calls swarms of flying, biting insects to serve the priest. They are magically created, so the spell can be cast where there are no natural insects. Each insect is barely the size of a pea but, by the thousands or millions, they cause horrendous destruction. During preparation, the priest pictures the insects to be conjured and the kind of destruction they will inflict. This requires secluded concentration for the entire period.

When cast, the priest calls one cloud per level above 15th. Each cloud is roughly a sphere with a radius of five yards and contains many thousands of individual insects. Each cloud has MV 24 and is completely under the priest's control. Each can perform a different task, provided it remains within range of the caster.

Creatures caught within a cloud can see no more than five feet away. Spellcasting is impossible. Each creature sustains 5 hp of damage per round in the cloud, regardless of Armour Class, and invisibility is no protection. All creatures with 4 HD or less automatically run away from the cloud, scattering. All those less than 8 HD check morale to avoid doing the same. The priest cannot affect only selected individuals within a cloud.

A cloud devours its volume in crops per turn, wiping out fields in a few hours. Forests are likewise ruined. In urban areas, people panic while the insects destroy all unprotected foodstuffs, wooden and tarp construction. Several clouds can surround a group or block a road.

The host can be dissipated by *dispel magic*, blown back with a powerful, magical wind, dispersed for a time by an air elemental, or held off for a few rounds with smoke. Area effect magic such as *fireball* can destroy large numbers of the magical insects, but individual attacks have very little effect.

The material component for this spell is a blown glass model of a locust or other insect, filled with gem dust (10,000 cp minimum).

Mountainous Barrier

(Conjuration/Summoning)
Sphere: Earth
Level: 9
Range: 0
Components: V, S, M
Preparation Time: 1 day
Casting Time: 1 turn
Duration: 1 day
Area of Effect: Special
Saving Throw: None

With this spell, the priest can call up a ring of enormous mountains. The priest must spend the entire day of preparation time in careful meditation in the vicinity of existing mountains, within the distance shown.

Caster Level	Distance	Radius
23	5 miles	100 yards
24	7 miles	300 yards
25	10 miles	500 yards
26	15 miles	800 yards
27	20 miles	1 mile
28	25 miles	1.5 miles
29	30 miles	2 miles
30	35 miles	2.5 miles

Upon casting, a ring of mountains one mile wide and one mile high appears around the caster, thrusting up from the ground. The radius shown is the maximum; the priest can call for a smaller radius if desired. The inner radius is listed, that from the caster to the point where the mountains begin.

Anything on the ground where the mountains erupt must make a saving throw vs. crushing blow (or vs. paralysation for creatures). Items that fail are destroyed; creatures take 10d6 damage. Creatures that fly gain a + 5 bonus on their saves. Mountains will not rise to destroy a community of more than 20 individuals – the ring of mountains forms a gap instead.

While the spell is in effect, the priest can lower any or all the mountains and raise them again; in all ways, he controls them perfectly.

After the spell' s duration is up, the mountains return to the earth as suddenly as they came. The ground appears undisturbed, although man-made structures that were destroyed by the sudden appearance of the mountains remain in ruins.

The material component for this spell is rock from a recent landslide.

Planar Vassal

(Summoning)
Sphere: Cosmos
Level: 10
Range: 0
Components: V, S
Preparation Time: Special
Casting Time: 1 turn
Duration: 7 days
Area of Effect: Creature summoned
Saving Throw: None

This spell lets the priest capture an outer planar creature of opposite alignment and force it into temporary servitude. The priest selects the type of creature desired before the preparation time begins. Its alignment must be directly opposite the caster's, as follows: lawful is the opposite of chaotic, good the opposite of evil, and neutral has no opposite. For example, a lawful good priest must select a chaotic evil being. True neutral priests cannot cast this spell.

During preparation, the priest must cast a *gate* spell to call the creature to the Prime Material Plane. Because the creature called for may or may not step through the gate – and even if it does, it may immediately attack the priest – the preparation is hazardous. When the creature of opposite alignment arrives, the priest must subdue it without help from others. Once the priest inflicts damage equal to half the creature's hit point total by any means, he can cast the *planar vassal* spell.

Upon casting, the planar creature immediately becomes a discontented vassal of the priest. He grumbles and complains about duties, but performs them, albeit slowly at times. The vassal obeys the letter of all commands but tries to violate their spirit when feasible. The planar vassal has no obligation to protect the priest unless so ordered. Planar creatures with the power to call others of their kind can be ordered to do so, but those new creatures are in no way controlled by the priest. Once the seven days have passed, the planar creature most likely (75% chance) attacks the priest; otherwise it simply returns to its home plane.

Other planar creatures may notice their associate's absence and come to investigate. Also, once the creature is free again, it plots its revenge – wise priests see to it that their planar vassals are themselves slain carrying out their duties. But those that survive are usually very long-lived and never forget an enemy.

Pocket Dimension

(Enchantment, Alteration)
Sphere: Cosmos
Level: 9
Range: 0
Components: V, S, M
Preparation Time: 30 days
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The caster can fill a pocket dimension with materials or creatures and carry it around. Once opened, the portal disgorges its contents into the Prime Material Plane.

During the entire preparation period the priest must travel extensively (at least two hours per day) in either the Astral or the Ethereal planes (his choice), because the pocket dimension temporarily exists there. Upon casting, a "portal" opens to the pocket dimension from the Prime Material Plane. The portal is an invisible square, 40 feet on a side, standing just at ground level. Anything that passes through the square enters the pocket dimension – it cannot return until the portal is reversed (see below). Anything living can walk through the portal. Inanimate objects must be carried or pushed through. The portal has only one direction – a character who gets one arm halfway through cannot pull it out!

The portal remains open for up to an entire day, accommodating everything that enters during that day. Then it closes to become a clear glass disk, roughly the size of a coin. The glass disk weighs virtually nothing. While the priest has it, everything that passed into the pocket dimension stays there. Time does not pass in the pocket dimension. The disk is specially protected, and does not radiate magic under the scrutiny of *detect magic*. Nothing can interfere with the contents of the pocket dimension; planar creatures cannot enter, and astral and ethereal beings cannot gain access.

When the glass disk is snapped in two, the portal reopens, and everything that went into it re-emerges in the same order and at the same speed as it entered. The first thing that entered the pocket dimension is the first to exit. The glass disk has no particular resistance to damage, and may break accidentally.

The material component for this spell is the hide of any planar creature.

Prolific Forestation

(Alteration/Conjuration)
Sphere: Cosmos
Level: 10
Range: 0
Components: V, S, M
Preparation Time: 30 days
Casting Time: Special
Duration: Special
Area of Effect: Special
Saving Throw: None

With this spell the priest causes a grove of trees to magically appear. During preparation the priest devotes eight hours per day for 30 days to the fashioning of a staff from a *tree of life*, a material component that may be difficult for the priest to obtain. The priest carves the staff perfectly smooth with a diamond dagger, and cannot undertake any other task during the eight-hour period.

The spell' s area of effect is a circle with a maximum radius that varies by the caster's level. The priest may affect a smaller radius if desired. The terrain must have no other trees; if it does, the spell fails. To cast the spell, the priest thrusts the diamond dagger into the ground at the centre of the circle, then moves with the staff to the circle 's edge.

The priest then walks around the area of effect, dragging the staff along the ground. The staff magically ensures that the priest walks a perfectly circular path, eventually returning to where he started. The priest must walk (not run, fly, or levitate), though he may use magical means to speed that walk. Interruptions lasting more than a single round negate the walking, and it must be started again.

If the dagger at the centre of the circle has been disturbed, the spell fails, so a priest often places a guard over it. When the circle is completed, the spell is cast. The table shows the distance to be walked based on the area of the spell.

Caster Level	Max Radius	Rough Circumf.	Time to Walk	Trees in Grove*
26	30 yards	188 yards	2 rounds	140
27	60 yards	377 yards	4 rounds	560
28	120 yards	754 yards	7 rounds	2,250
29	240 yards	1,507 yards	13 rounds	9,000
30	480 yards	3,016 yards	26 rounds	36,000

* Approximately. Can vary by as much as 20%.

The forest consists of mature trees 1-4 feet in diameter, spaced 3-6 yards apart. The forest canopy, thick with foliage, towers 90 to 120 feet. This spell creates no brush or undergrowth for the forest; its floor is the same terrain type as before the spell. The spacing of the trees hinders the movement of Huge or Gargantuan creatures; smaller creatures move unimpeded.

Unlike *prolific vegetation*, the trees created have magical protection against natural destruction for one year per caster level. Natural fires or lightning do not affect them; lack of water or other harsh weather cannot kill them. Defiler magic still destroys them normally, as can any directed attack that would affect normal trees.

The material components are the staff and the diamond dagger. Both disappear when the spell is cast.

Prolific Vegetation

(Alteration/ Conjuration)
Sphere: Cosmos
Level: 9
Range: 0
Components: V, S, M
Preparation Time: 30 days
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

When this spell is cast, the priest causes shrubs and grasses to grow over a wide area of previously barren terrain. During the preparation time, the priest must spend eight hours per day for 30 days fashioning a staff from a *tree of life*, a material component that may be difficult to obtain. The priest must carve the staff perfectly smooth with an obsidian dagger, and cannot undertake any other task during the eight-hour period.

The spell's area of effect is a circle with a maximum radius that varies with the caster's level. The priest may affect a smaller radius if desired. The terrain must be virtually barren of plant life; if not, the spell will fail. To cast the spell, the priest thrusts the obsidian dagger into the ground at the centre of the circle, then moves with the staff to the circle's edge. The priest walks around the area of effect, dragging the staff along the ground. The staff magically keeps the priest on a perfectly circular path, eventually returning to where he started. The priest must walk (not run, fly, or levitate), though he may use magical means to speed the walk.

If the time to complete the circle requires the priest to stop to eat, sleep, and so on, there is no penalty, provided the priest immediately resumes walking; but other interruptions lasting more than a single round negate the walking and it must be started again.

If the dagger at the centre of the circle is disturbed, the spell fails, so a priest often places a guard over it. When the circle is completed, the spell is cast. The tables show the distance to be walked based on the area of effect.

Caster Level	Maximum Radius	Rough Circumference	Time to Walk*
23	90 yards	566 yards	5 rounds
24	180 yards	1,131 yards	1 turn
25	300 yards	1 mile	2 turns
26	540 yards	2 miles	3 turns
27	1.25 miles	8 miles	2 hours
28	6 miles	38 miles	9 hours
29	12 miles	75 miles	18 hours**
30	25 miles	157 miles	38 hours**

* Time is for a human in clear terrain and weather conditions.

** Requires multiple marching days.

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs, much like scrub plains. The vegetation does not emerge from solid stone, but it arises from any soil, no matter how rocky, sandy, or dry. Though the duration of the spell is listed as permanent, the vegetation created is normal and retains no magical enchantment. It covers the land forever or until it dies from lack of moisture, brushfire, erosion, etc. If cast in conjunction with an *alter climate* spell, the vegetation can grow and last longer.

The material components for this spell are the staff and the dagger. Both vanish after the caster has walked the circumference.

Reverse Winds

(Alteration)
Sphere: Air
Level: 8
Range: 600 yards
Components: V, S, M
Casting Time: 1 turn
Duration: 10 turns/level
Area of Effect: Hemisphere 600 yards in diameter
Saving Throw: None

With this spell a priest can change wind direction. Because it does not alter the velocity of the winds, this spell is most effective during wind or sand storms. There are actually two forms of this spell – immediate change and erratic change.

With immediate change, the priest simply chooses the new direction the wind should take. Once cast, the wind ceases completely for one round, then resumes with equal speed in the new direction. Immediate change can move smoke, clouds, fog, and spells with similar effects. See the **Campaign Guide** for wind effects.

If the priest desires erratic change, the wind's direction varies wildly, changing drastically several times per round for the duration of the spell. All non-magical missile fire within the area of effect suffers a –5 penalty to hit. (For **Battlesystem** games, this means a –2 on every missile AD rolled.) Flying creatures drop by three grades in their manoeuvrability class (A becomes D, B becomes E). If reduced below E, the flying creature crashes and suffers falling damage (1d6 per 10 feet fallen, maximum 20d6). Erratic change can disperse smoke, clouds, fog, and spells with these effects.

In either case, the spell's area of effect is a hemisphere centred on a point selected by the caster, extending 600 yards in every direction along the ground and 600 yards above it.

The material component for this spell is the breath of a flying creature.

Rift

(Alteration, Conjuration/Summoning)
Sphere: Cosmos
Level: 10
Range: 0
Components: V, S, M
Preparation Time: 60 days
Casting Time: 10 turns
Duration: 3 days
Area of Effect: Sphere 360 yards around caster
Saving Throw: None

With this spell, the priest magically brings the Negative Material plane closer to the Prime Material Plane, creating a rift between the two, centred upon himself. The priest first spends the lengthy preparation time studying undisturbed for at least four hours per day, reading scrolls and books about the planes. Upon casting, all undead in the area of effect gain nine

times their original hit points as "phantom" points for the duration of the spell. For instance, a simple 5 hp zombie gains an additional 45 phantom hit points for three days. In combat, the phantom points are taken off first, then the actual hit points, until the undead creature is slain.

The area of the *rift* moves with the caster, possibly placing some undead out of the sphere or encompassing others as he moves. Phantom points are gained immediately upon entering the sphere, and then only once per creature per casting. The caster has no control over which undead receive the benefit of the phantom hit points; all undead in the sphere are so affected.

The material component for this spell is an obsidian goblet containing the ground bones of a dead necromancer. The caster does not need to obtain or grind the bones himself.

Silt Bridge

(Alteration)
Sphere: Earth, Silt
Level: 10
Range: Touch
Components: V, S, M
Preparation Time: 45 days
Casting Time: 5 turns
Duration: 7 days/level
Area of Effect: Special
Saving Throw: None

With this powerful spell, the priest can temporarily turn a vast area of the Sea of Silt into solid ground. This spell cannot be cast elsewhere.

During the preparation time, the priest must spend at least six hours per day flying over the silt to be altered, sprinkling it with bone dust. Unlike most psionic enchantments, interruptions during a day's activities can be tolerated, provided the priest does spend six hours during each day in preparation.

Once cast, the mixture of bone and silt hardens to form a solid surface. The area solidified is a rectangle 100 yards across, and its length is one mile per caster level above 20th. Multiple castings can create longer bridges.

The hardened area can support any amount of weight, since it is solid from the surface down to the bottom of the Sea of Silt. If it is gouged or attacked, it acts exactly like bone. When the spell duration ends, the bone softens over a period of just three rounds back into its original silt – those standing on it likely disappear beneath the surface.

The material component for this spell is a large amount of bone dust. The caster must assemble at least 50 pounds of bone dust per day of preparation, or 2,250 pounds altogether. Generally, a Medium humanoid creature has 25 pounds of bones. Larger creatures have 25 pounds per Hit Die. The caster need not gather or grind these bones himself, nor does preparation time include this.

Storm Legion

(Alteration)
Sphere: Air, Rain, Water
Level: 9
Range: 300 yards
Components: V, S, M
Preparation Time: 30 days
Casting Time: 5 turns
Duration: Special
Area of Effect: Special
Saving Throw: None

With this spell a priest can magically transport a large army via a natural storm system. The storm itself must be of natural, non-magical origin – either a sand, wind, or lightning storm.

During the preparation time, the priest must carefully measure the winds and the storms of the region, spending at least four hours per day in observation of those conditions. The spell cannot be cast until a natural storm gathers over the subject army.

The number of Hit Dice that can be affected by the *storm legion* spell is determined as follows:

Caster Level	Hit Dice
23	90
24	180
25	300
26	500
27	900
28	1,500
29	2,400
30	3,600

All creatures, living or undead, can be transported by this spell. They must gather around the priest when the spell is cast, in military formations.

Upon casting, the storm's winds and blowing sands dissolve the soldiers within the area of effect. In a matter of a few rounds, their forms are completely gone, their essence removed to the clouds above. All material possessions, magical and otherwise, are dissolved with the soldiers.

The caster is similarly dissolved, but he alone retains consciousness. During their journey, the caster has control over the storm's direction. A storm can usually travel between 10 and 40 miles per hour. Once over the desired target, the spell ends and the caster and army literally rain out of the skies.

Descending as drops of blood, bone, and tissue, the fragments reassemble themselves in ten rounds into the individuals they once were. During this time individuals are completely helpless and vulnerable to attack. Any physical attack made on the incomplete for m of a storm soldier destroys it – it will never reform. The caster reassembles similarly, and is just as vulnerable to attack. Once the ten rounds pass, the subjects are in exactly the relative positions they had when taken up into the storm, with the same equipment as before.

If the spell is dispelled while the storm is still in motion, all those carried within are slain. Once cast, the storm cannot be altered by other weather affecting magic.

The material component for this spell is the standard or insignia of an army that was defeated during a storm.

Wild Weather

(Alteration)
Sphere: Air, Rain, Water
Level: 8
Range: 0
Components: V, S, M
Preparation Time: I hour/level
Casting Time: 8
Duration: I day/level
Area of Effect: I square mile/level
Saving Throw: Special

This spell resembles *weather summoning*, except that the priest can create bad weather that need not be appropriate to the local area. Terrible wind or lightning storms, torrential downpours, incredible heat or cold, hailstones, even snowfalls are possible. The weather condition created slows and damages all creatures within the spell's area of effect (including the caster).

Creatures caught in *wild weather* move at one-third their normal movement rate. Creatures caught in the open take I point of damage per turn until they find cover – even going to ground and covering oneself is sufficient cover, but in that case movement is halted.

If the weather created might be considered harmful to the land or its plants and animals, then a spirit of the land may intervene, at the DM's option. The spirit must believe that damage would be unnaturally severe (weather, after all, is a natural phenomenon); spells aimed against other trespassers to its lands rarely interest it. The spirit can save against the spell to negate its effects, saving on a 5 or higher.

The material component for this spell is a large glass bottle with air collected at a location where the weather created is common. The priest must wander through the area to be affected, occasionally uncorking the bottle to release some of the air for the entire preparation time for the spell.

Psionics Expanded

This chapter presents options for the use of psionics in your Dark Sun game. First among these is an alternate system for recovering Psionic Strength Points (PSPs). This system was the original, default method used in the **Complete Psionics Handbook** and is presented here for those DMs and players who wish to make use of this original system in play. This system makes use of the new rejuvenation non-weapon proficiency presented earlier.

Secondly, this chapter contains details on the meditation rules from **The Will and the Way**, updated for use with the new psionics rules.

Recovering Psionic Strength Points

Under the standard rules for recovering PSPs, a psion regains all PSPs after a night of rest. This optional system allows a character who has expended PSPs to recover those points by "taking it easy"– which means engaging in no hard physical activity and refraining from using psionic powers (ie, from expending any more PSPs).

After each hour in which a character expends no PSPs, check the table overleaf to determine how many PSPs the character recovers. A character can never recover more PSPs than he lost.

A character's rate of recovery depends on how much physical exertion he experienced during the hour in question. Psionicists recover the most points when they sleep or meditate for the entire hour of rest. Light activity, such as walking or riding, diminishes the speed of recovery. Rate each hour according to the most strenuous physical activity undertaken, even if it lasted only a few minutes.

Option: DMs may allow characters to recover points per turn of rest rather than per hour. These rates are also listed below.

Psionic Strength Recovery

Physical Activity	PSPs Recovered
Hard exertion*	none
Walking, riding	3 per hour (1 per 2 turns)
Sitting, resting, reading	6 per hour (1 per turn)
Rejuvenating**, sleeping	12 per hour (2 per turn)

* Includes fighting, running, digging ditches, walking while encumbered, climbing a rope, scaling a mountain, exploring a dungeon, swimming, and any other activity the DM wants to include.

** Refers to use of the rejuvenation non-weapon proficiency

For information on the rejuvenation non-weapon proficiency, see **Chapter Six: Proficiencies**.

Meditation and Research

The psionicists of Athas are constantly searching for better ways to harness their psychic energies. In some cases, they seek to alter the way a familiar power is used. In others, they may try to identify entirely new manifestations. Psionicists attempting psionic research must spend months in deep reflection and meditation, exploring the potential of their minds.

There are several applications of this research. The psionicist may attempt to improve some of his ability scores, improve or alter a power he already possesses, tutor himself as he rises in level, or even develop a new psionic power.

The Contemplative Life

A character who undertakes a prolonged meditation exiles himself for weeks or months on end. He seeks a setting where he will not be troubled by the affairs of the world, a place where existence is simple and easily understood. Natives of the city-states often isolate themselves in their homes or academies, avoiding all outside contact and adopting a spartan lifestyle of contemplation and discipline. Characters who grew up outside the walls of the cities of Athas often find their best results by journeying into the deserts of the Tablelands.

Students searching for enlightenment believe that meditation consists of several stages. First, the student must test his physical limits through fasting and the acclimatisation to physical hardship. The character may subject himself to the full power of Athas's sun or seek to deny himself comfort by resting on stone. There are almost as many ways to discipline the body as there are psionicists beneath the crimson sun.

Second, the student must perform the same kind of deprivation and test of endurance for his intellect. The character seeks to banish unnecessary thoughts, to deny himself the luxuries of conversation or daydreams. Some psionicists use a mantra to focus their minds, while others repeat series of mathematical calculations to bring order and discipline to their minds.

Last, the character must test his spirit. Most students engage in harsh self-examination, questioning their decisions and their morals to prepare themselves for inner study. This can be the most difficult aspect to confront.

When the psionicist is ready, he begins his meditations by withdrawing from the world around him. In an urban setting, he finds a quiet room or garden where he can concentrate, uninterrupted by the bustle of the city around him. Students meditating in the wilderness seek out an inaccessible area where they are unlikely to be intruded on by passers-by or eaten by the desert predators who haunt Athas's wastes.

During the meditations, the psionicist keeps irregular hours, alternating silent contemplation with attention to the needs of human existence. A student involved in serious meditation may spend as much as 20 hours a day in his trance, sleeping for only two or three hours and pausing to eat and drink only when it becomes absolutely necessary.

Psionicists who meditate in homes or academies often make sure that friends or hirelings screen visitors to prevent interruptions. Characters seeking enlightenment in the deserts have no such luxury, but are rarely set upon by any of Athas's predators – the psionicist's harmony with his surroundings tends to discourage attacks by dangerous creatures.

Some masters have all but abandoned their outside existences and live in a world of contemplation. They seek to become one with the universe, to abandon the petty cares of humanity for enlightenment. These hermits can be encountered in the deserts, living simply and asking nothing of any person.

In some cases, they have achieved a state of harmony resembling a druid's attachment to his guarded lands. Travellers should be careful of disturbing their meditations.

Meditation Requirements

Psionicists require nothing more than time and concentration to unlock the secrets of their minds. Despite this, psionic research is still very difficult. A character must be wholly committed to the study of his mind to have any chance of success.

Time

The first requirement is time. Each of the various meditations has a basic time requirement, which may be shortened or lengthened by the psionicist's abilities and dedication. The following guidelines apply to any psionic research:

- Any interruption of more than 1 day forces the psionicist to start over.
- Each failed progress check adds 10 days to the time of meditation.
- If the psionicist is interrupted for any reason on two consecutive days, he must start over.

Interruptions do not include routine activities such as eating, sleeping, or brief conversations. However, any kind of combat, important meeting, or confrontation would be an interruption. For example, if a templar patrol comes to the character's home and interrogates him, it is an interruption. A single templar having a conversation with the character is not.

Progress Checks

Every 10 days, the meditating character must make a progress check to see if she is still on the right track. This is treated as a saving throw versus spells. The psionicist's +2 bonus versus mind-affecting spells does not apply to this saving throw. However, a character may add ability modifiers for high Wisdom, Constitution, or Intelligence scores. The character may add either his Stamina Bonus, Insight Bonus, or Will Bonus, whichever is higher, to the saving throw.

The character may also gain bonuses to his progress check saving throw for any of the following:

- +2 bonus if the character has any of the following non-weapon proficiencies: meditative focus, power manipulation, psicraft, or rejuvenation.
- +2 bonus if the character is instructed by another psionicist who has developed the power the character is studying.
- –2 penalty if the character has suffered an interruption during the time of the check.

Any bonuses to the progress check are cumulative. If a character fails a progress check, she must add 10 days to the time of meditation – in effect, she found a dead end and must restudy that portion of her research. If a character fails three consecutive progress checks, she has found the effect she is seeking to be beyond her skills and must wait until she has gained a level until she can try to study that particular effect again.

If the psionicist rolls the exact number required for the progress check (after adjustments) she has an inspiration and cuts 10 days from the meditation time.

Location

The psionicist must find a good place to meditate or risk failure due to distractions. Wilderness is good, as long as the psionicist can be certain no creatures will make a snack out of her. Natural predators tend to ignore a meditating psionicist – the character keeps such a low profile that animals don't notice her. The DM should decide if the circumstances warrant any lessening in the chance of encounters.

If a psionicist can't escape to the wilderness, then the quiet halls of a psionic academy or a secluded personal retreat will suffice for prolonged meditation. The masters of the school will usually screen out visitors and actively discourage any outside interruptions for a psionicist meditating in their midst. In addition, the character may be able to ask for guidance from some of the school's masters.

Level Training by Meditation

Psionicists can train themselves to rise in level without the assistance of a higher-level character as an instructor. A character may only attempt this kind of meditation when eligible to rise in level (she has gathered enough experience points to advance to the next level) and is seeking to train herself.

Self-training for level advancement takes a total of 20 days of meditation. If the character who is attempting self training has access to a tutor who specialises in the same discipline and is at least two levels higher in level then herself, she need not make any progress checks. Otherwise, she can train herself but must make progress checks as normal.

Training to advance a level is the easiest of the meditations, since the character has already accumulated many of the skills she will need later on. After all, she already earned the necessary experience points for the next level. Because of this, she need not start over if she is interrupted and suffers no ill effects from missing three progress checks in a row.

Self-Improvement by Meditation

A psionicist can meditate to explore her own potential and limitations, seeking to become a stronger individual. In game terms, this allows the character to improve an ability score for psionic purposes, possibly increasing her reserve of PSPs, her MAC, and power checks.

Self-improvement meditation is a slow and uncertain process. The base time is 50 days. A character seeking self-improvement will often have to leave a campaign for several adventures.

When the character successfully completes her meditations, she gains one ability point that may be applied to Wisdom or Intelligence for psionic purposes only. The psionicist recalculates her PSP total and MAC due to an increase in Wisdom higher score or increases her power checks for an increase in Intelligence. The character's original score is used for all other game purposes.

A psionicist may not perform this meditation more than once every other experience level, and may not increase an ability by more than 3 points above its normal score.

Modifying Powers by Meditation

Many Athasian psionicists seek to increase their understanding of powers they have already learned. A familiar power can be tailored to create unexpected results or augmented to a higher level of effectiveness. A psionicist can modify existing powers through meditation, and even develop new ones.

Modifying powers is difficult and the results are often uncertain. The base meditation time is 80 days.

Before the character attempts to modify an existing power, the player must state what result the character is seeking. The possibilities include:

- decreasing the power's PSP cost
- increasing its range or area of effect
- increasing the effect itself
- decreasing the power score
- altering the way the power works.

Once the player has decided what effect his character is attempting, the DM should assign a difficulty to the task. For example, modifying *ballistic attack* to increase its range is not very difficult – the character is not tampering with the essential nature of the power. However, modifying *molecular manipulation* or *detonate* to affect living tissue is a major enhancement and very hard to do.

Difficult modifications entail a penalty of –2 to –8 on each progress check, depending on how difficult the DM decides the modification is. Details on each alteration follow.

Decreasing the PSP Cost: A power's initial cost or maintenance cost can be cut by 25% with an easy modification, or both can be cut with a moderate modification. Decreasing the PSP cost of any given power by 50% is a very difficult modification.

Increasing Range or Area of Effect: A power's range or area of effect can be increased by 50% with an easy modification, or by 100% with, a difficult check. Powers can also be given ranges where previously they had none. A power with a range of self can be increased to a range of touch (to affect another person) with a difficult check, and a power which has a range of touch can be given an increased range of 10 to 30 yards with a very difficult check.

Increasing the Effect: The general effect of a power can be increased, too. This could apply to damage inflicted, penalties inflicted on the victim, or duration. For example, a character increasing the effect of *ballistic attack* could increase the damage inflicted by a projectile to 2d6 instead of 1d6.

It's also possible to increase the degree of a power's effect. A power such as *phobia amplification* could be enhanced to the level of a *fear* spell, while *post-hypnotic suggestion* could be increased to the power level of a *suggestion* spell.

Decreasing the Power Score: A psionicist can attempt to make a power easier to manifest by decreasing its power score. He can attempt to lower a power score by 1, 2, or 3 points with an easy, hard, or very difficult meditation respectively. A character may affect the power score of a given power once only. If a character lowers a power score by 1 point, he may not later attempt to lower it by another 2. The character should choose his uses of this ability wisely.

Altering the Way a Power Works: A character may also attempt to change the way one of his psionic powers operates. This requires the DM to make some judgment calls. Some possibilities might be expanding the uses of a power (for example, allowing *chemical simulation* to produce bases, oils, or glues as well as acid), altering the sphere of a power's effects (allowing *soften* to affect a living creature's carapace or bones), or splicing two powers together (perhaps combining *detonate* and *ballistic attack* to make exploding missiles).

The DM should be careful about allowing extensive modifications. The more spectacular the change, the harder it is to research the altered power.

If a player wants his character to forge an altered power that will completely unbalance the campaign, the DM should exercise his right to say no – or at least rule that the research is very difficult and assign an appropriate penalty to the attempt.

Creating New Psionic Powers

Some psionicists search for new expressions of their abilities to create more useful effects or to overcome the shortcomings of existing powers. Characters may engage in meditation to develop new psionic powers. Inventing a new power is difficult, and man) masters fail because of the time and hardship of such a challenging meditation. Creating a new psionic power has a base time of 120 days.

To create a new power, the player should first write up a description of it. Cost, preparation time, area of effect, and range should all be covered. The player should also decide which discipline the proposed power falls into and what level it should be.

Once the player has prepared a new power proposal, the DM should take a long look at it. Is it too powerful? Is there a spell with a similar effect, and if so, how do the two compare? Are there any hidden applications? Will it unbalance the campaign?

If the idea looks well thought out and balanced, the DM should then take it and edit it carefully. The PSP cost may be too low, or the range too great, for what the PC has in mind. Once the DM is satisfied with the power, he should tell the player that he'll allow the character to attempt the research. He should, of course, also point out and explain any modifications he made to the player's proposed power description.

For a character to develop a new power, he or she must have a slot of the appropriate kind open. If the psionicist is trying to create a new psychometabolic power, he must have an empty slot for a power, and he must be able to spend it on a psychometabolic power without violating the normal rules for selecting new powers with level advancement.

In addition, the character suffers a –4 penalty to any progress checks he makes during the meditation if he attempts to develop a new power outside his primary discipline. It is far easier to be a pioneer in your own area of specialisation.